

**BASE RUN**

- |                  |                                      |
|------------------|--------------------------------------|
| 1. 40/50 GUT     | (T) SPREAD                           |
| 2. ✓ TREY        | (3) DBL- TRAIN                       |
| 3. 60/70 CHIP *  | (T) SPRD S. MOT<br>(R)(T) DOT HUMPH  |
| 4. 60/70 OUTSIDE | (T) SPREAD                           |
| 5. 80/90 TOSS    | (3) DBL<br>(T) SPREAD                |
| 6. 80/90 CHIP *  | (T) SPRD S. MOT<br>(R) (T) DOT HUMPH |
| 7. 60/70 BOUNCE  | (T) SPRD S. MOT<br>(R)(T) DOT HUMPH  |
| 8. 12/13 TRAP    | (3) DBL-TRAIN<br>(R) SPLIT           |
| 9. CTR           | (T) SPREAD<br>(R) (T) DOT            |
| 10. 20/30 PAINT  | (3) DBL-TRAIN                        |
| 11. 2/3 DRAW     | (R) CHANGE<br>(T) DOT                |
| 12. SWEEP        | (3) DBL OX                           |

\* MOVE CHIP

**NICKLE RUNS**

- |              |                       |
|--------------|-----------------------|
| 1 SWAY(SAME) | (T) SPLIT<br>(E) FLEX |
|--------------|-----------------------|

**QUICKS**

- 1 HOUSTON
2. DETROIT
3. SEATTLE

\*(R) SPLIT/CHANGE WIZ/S. MOT

**DROP BACK**

- |                      |                              |
|----------------------|------------------------------|
| 1. BASE BANG 8       | (T) (R) SPLIT<br>(E) FLEX    |
| 2. H/L 6 PIVOT (M)   | (3) DBL<br>(T) SPREAD        |
| 3. H/L GIANT         | (3) DBL                      |
| 4. H/L DIG           | (3) DBL                      |
| 5. H/L COWBOY        | (3) DBL                      |
| 6. SCAT 316 (M)      | (3) DBL SP<br>(T) (R) SPLIT  |
| 7. SCAT H ANGLE      | (R) SPLIT<br>(T) TRIPS VAR   |
| 8. SCAT H ANGLE DRAG | (T) SPREAD                   |
| 9 SCAT 65 DODGE      | (T) (R) CHANGE<br>(3) DBL SP |
| 10. SCAT D. DODGE    | (3) DBL<br>(T) SPREAD        |
| 11. SCAT D. PUMP     | (3) DBL                      |
| 12. SCAT GIANT       | (3) TRAIN                    |
| 13. SCAT Y FLAT      | (3) BUNCH                    |
| 14. SCAT TEXAS 748   | (3) TRIPS VAR.               |
| 15. SCAT Z DRAG      | (3) TRIPS ZIP                |
| 16. SCRAM TD (M)     | (T) VICE                     |
| 17. F/L 3,5, BANG 8  | (T) (3) TRIPS VAR.           |
| 18. F/L DIG          | (T) TWINS                    |
| 19. JET DBL DODGE    | (T)(3) TRIPS VAR             |
| 20. JET DBL PUMP     | (T)(3) TRIPS VAR             |

**PLAY ACTION**

- |                     |               |
|---------------------|---------------|
| 1. PHB X D. OVER    | (T)(R) DOT    |
| 2. PHB 348          | (T)(R) DOT    |
| 3.. OPTION 495      | (3) DBL SPEAR |
| 4. OPTION X D. OVER | (3) TRAIN     |

**ACTION PASSES**

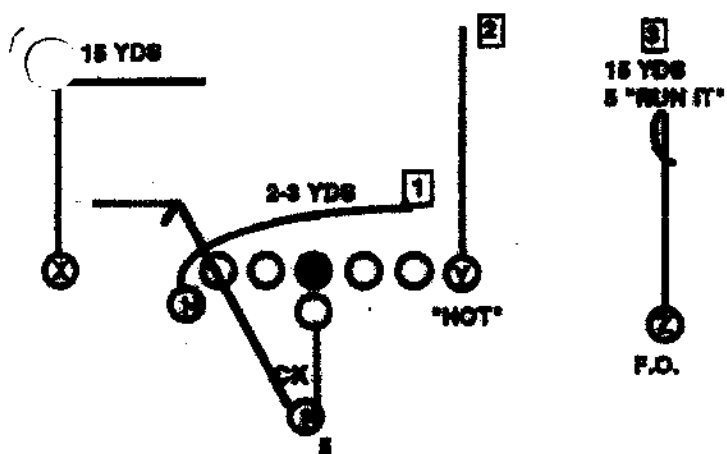
- |                        |                       |
|------------------------|-----------------------|
| 1. WAGGLE              | (3) DBL<br>(T) SPREAD |
| 2. SPEED "RUN IT"      | (3) TRAIN             |
| 3. SPRINT FLOOD DIVIDE | (T) SPRD SLOT         |

**SCREENS**

- |                 |                     |
|-----------------|---------------------|
| 1. SHORT SCREEN | (E) FLEX<br>(3) DBL |
|-----------------|---------------------|

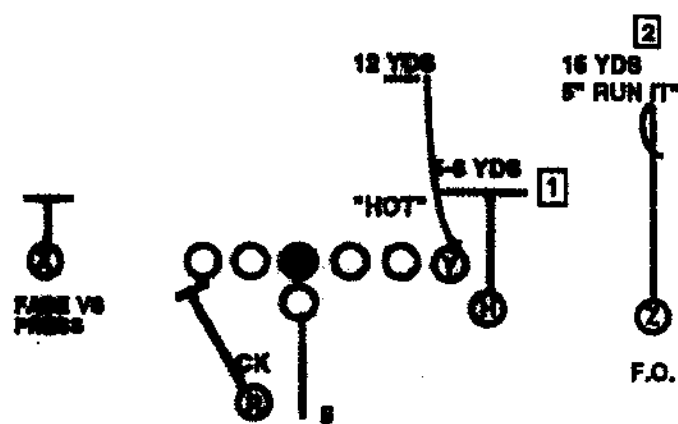
MAY 6, AM 1994	BASE	GEN. INFO	ALL BASE	ZONE (GUT-OUT)	OK OPTION	OK OPT	DETROIT HOUSTON	UNDER
		N W/ME	(3) (T) (R)	N TREY CHIP (TOSS-OUT)	BASE H/LOW	BASE BANG 8		COV: 3 1/CHINA
		HARD COUNT	(3) SPEAR	DRAW	SCAT	H/L 6 PIVOT (M)		
			(3) WIZ					
			(T) S. MOT			SCAT 316 (M)		
			(T) WIZ			SCAT H ANGLE, ANGLE DRAG		
			(T) (R) HUMP			SCAT 65 DODGE, DBL DODGE		
MAY 6, PM 1994	BASE	"MOVE"	(3) F. SPEAR	BOUNCE	OK SCAT RIP/LIZ	OK SCAT DETROIT SEATTLE	OVER	
			(3) F. WIZ	PAINT	SCRAM	SCRAM TD (M)	COV: 2	
			(E) FLEX	TRAP 12/13	FLASH- LIGHTNING	FL 3,5,6, BANG 8 FL DIG		
					WAGGLE	SCAT DBL PUMP SCAT Y FLAT		
						WAGGLE		
MAY 7, AM 1994	BASE NICKLE		SINK. BUNCH VICE	CTR	SPEED- SPRINT	SPEED RUN IT SPRINT FLOOD DIVIDE	NICKEL (GREEN)	
			EXPLODE: DBL TRAIN		PHB OPT	PHB X D. OVER PHB 348	COV: 2 1/LURK	
			(4) ROCKET			OPT 495		
						H/L O GIANT		
						SCAT TEXAS 748		
						SCAT Z DRAG		





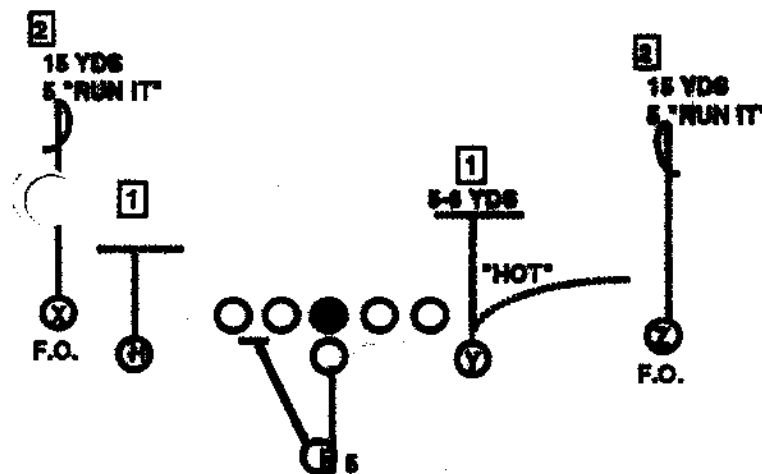
SCAT H ANGLE DRAG (7) SPREAD

PG 4



SCAT 65 H DODGE (9) DBL SP OUT

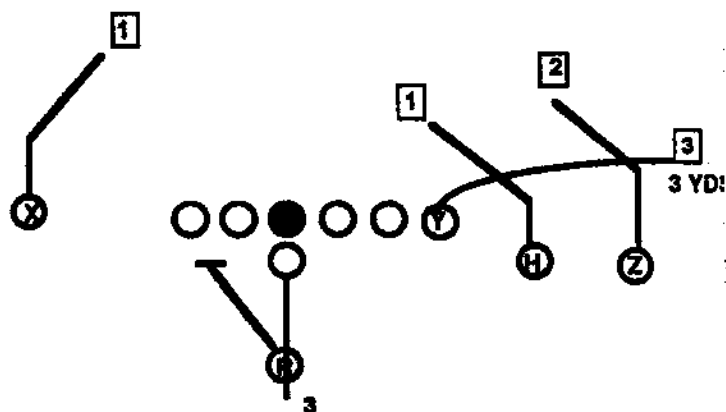
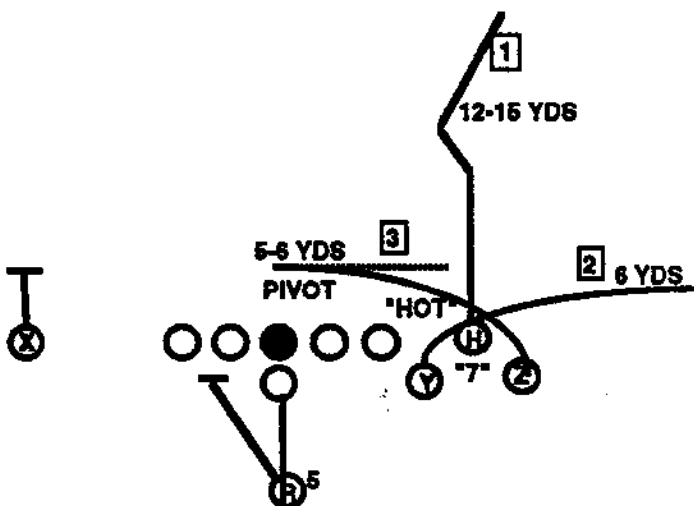
PG 5



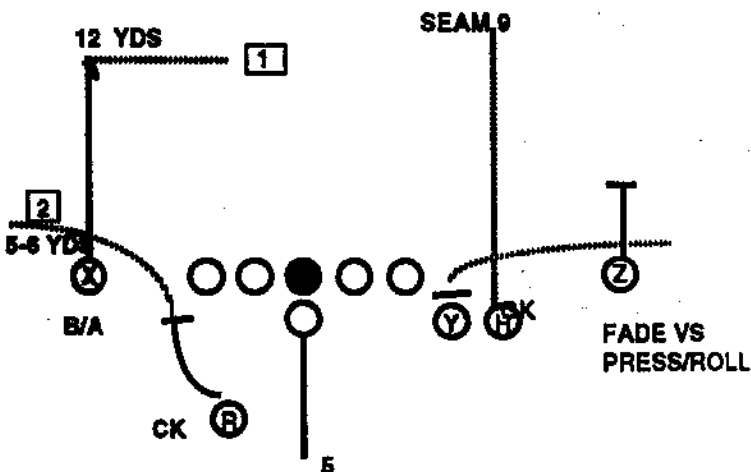
SCAT DBL DODGE (9) DBL (7) SPREAD

PG 7

**QK SEC:**  
**PG 3**

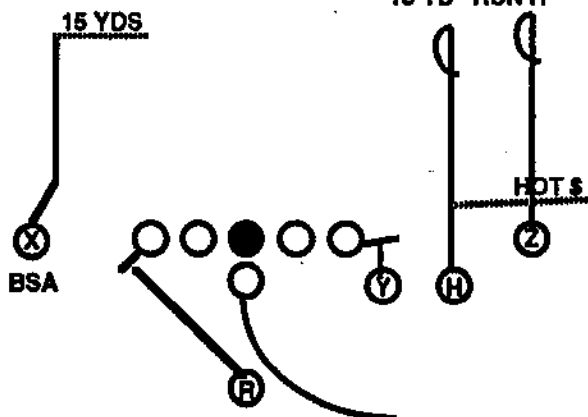
**QK SCAT SEATTLE**

**SCAT RT Y FLAT - BUNCH**



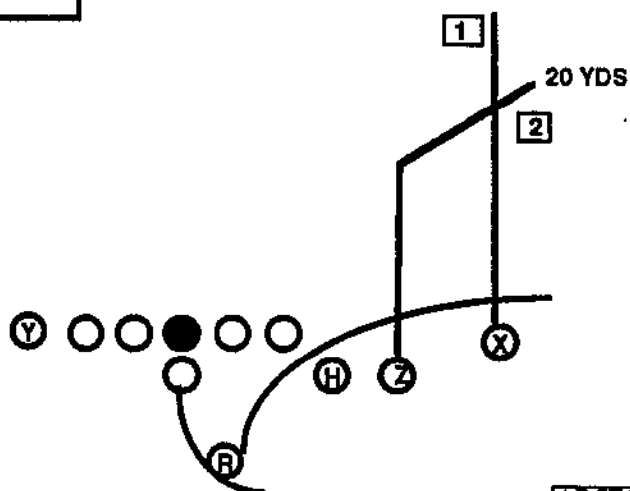
**F/L 6 (3) DBL SP (R) SPLIT**

PRAC. #3



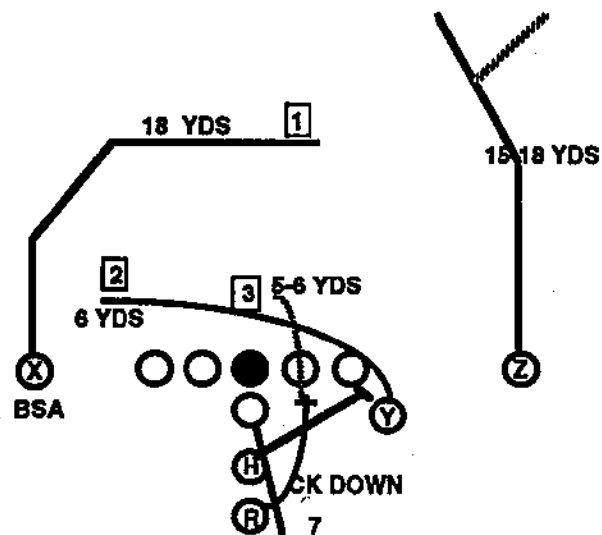
SPEED "RUN IT" (C) TRAIN

APSEC:  
PG 3



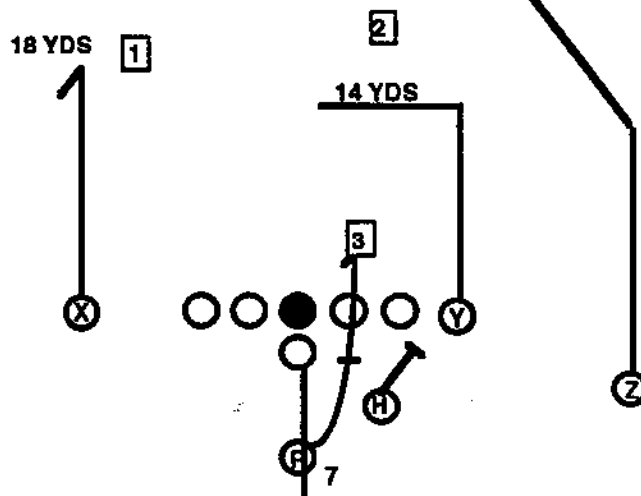
SPRINT FLOOD DIVIDE (C) SPREAD SLOT

APSEC:  
PG 3



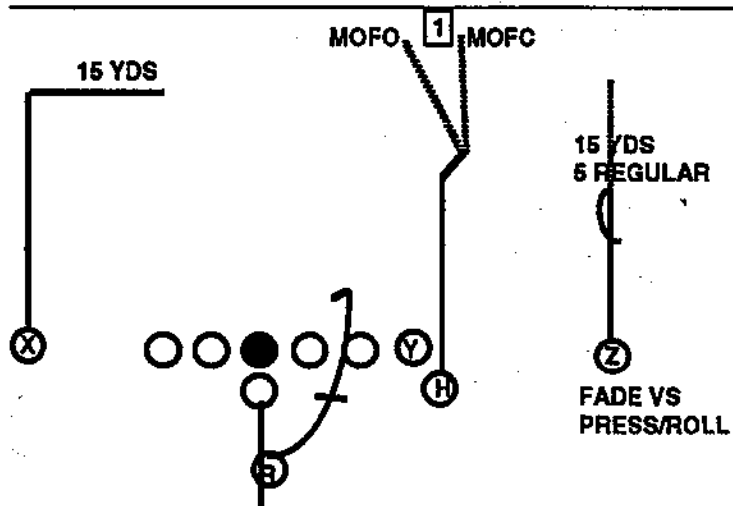
PHB X DEEP OVER (C) (R) DOT

PG 13



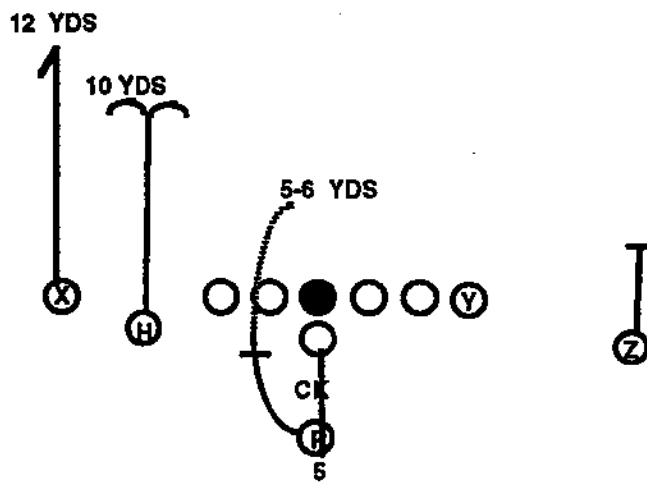
PHB 348 (C) (R) NEAR

PA SEC:  
PG 1



OPTION 495 (C) DBL SP

PG 10



LO GIANT R CK DOWN (C) DBL

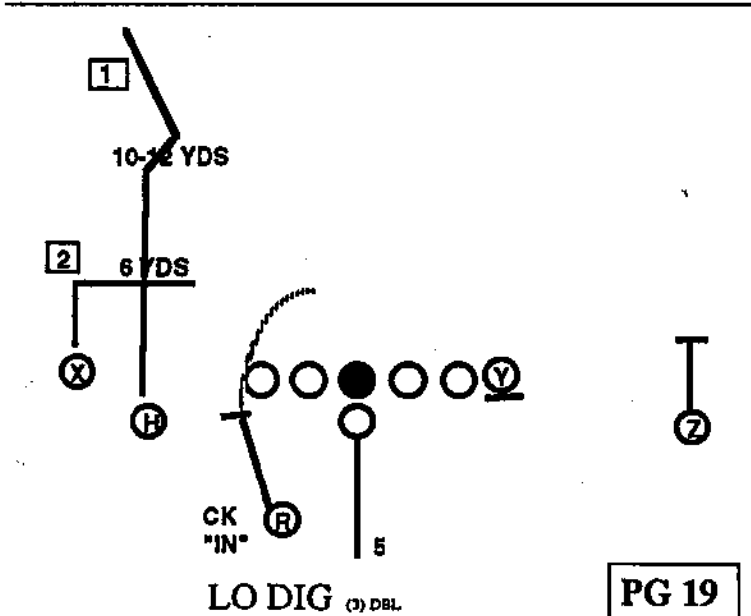
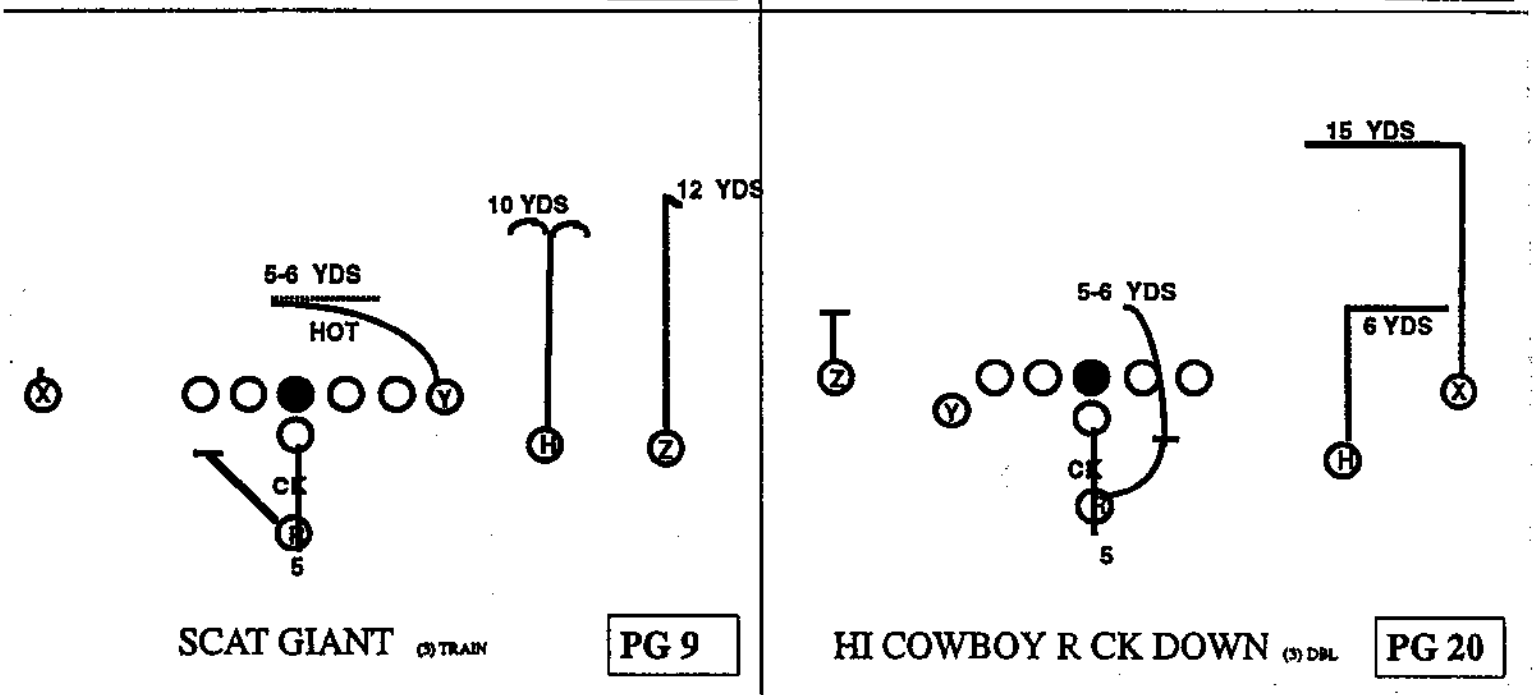
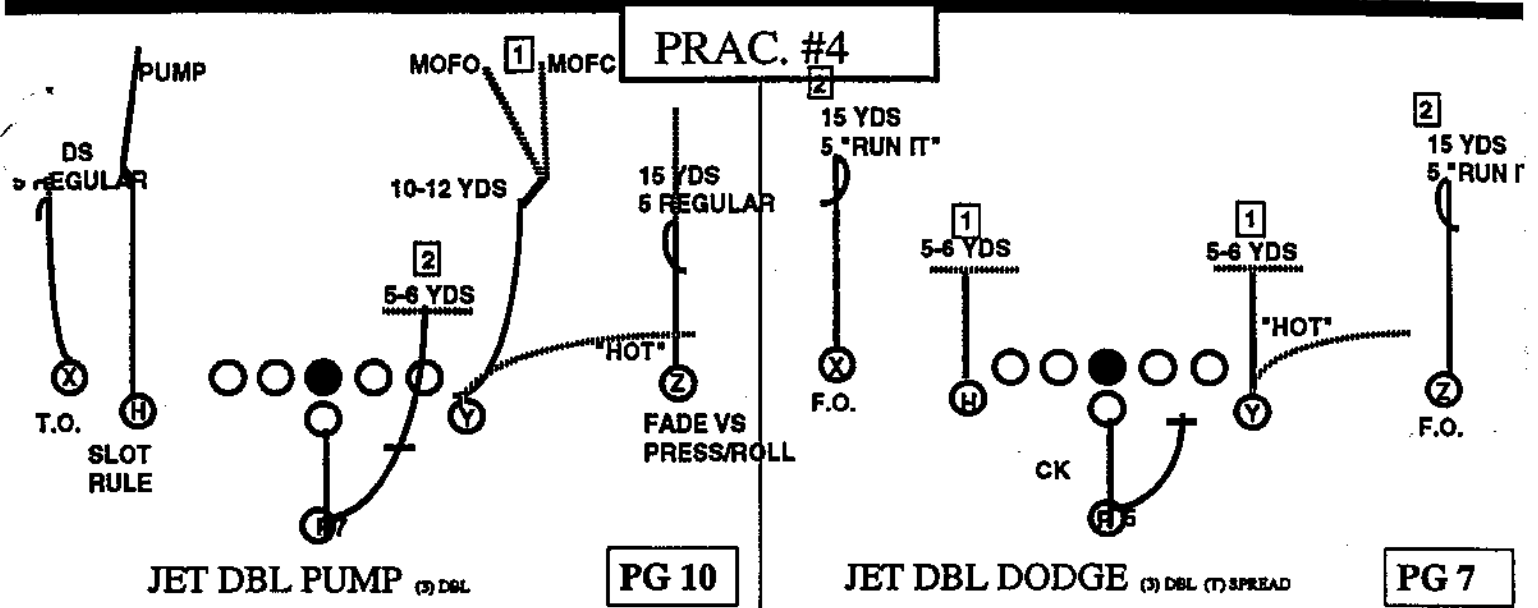
PG 9



PG 21



PG 21





# AUDIBLE SYSTEM

## Audible Mechanics:

### 1) Audible package will be based on:

Box	Number of defenders on the defensive front.
Side to Side	Number of defenders either side of Center.
Personnel	Where a specific player is located.
Looks	Specific front or coverage look.

### 2) Audible Colors and Terms:

Certain colors and terms will make up our audible system. These colors and terms will carry specific meanings and will be consistent throughout the season.

3) Audible will ~~not~~ go to an automatic (2) two snap count and moves are NO COLORS

**RED/BLUE** Are used to audible specifically to our Quick Option passes (slant, hitches etc...) **RED** refers to QK Option **RIGHT**. **BLUE** refers to QK Option **LEFT**. An additional term will indicate what route will be used (Detroit, Houston, Seattle...)

**SILVER** Is used to audible to our Speed series. It will include an additional number for direction and route: Silver 81 or 91.

### **GREEN/YELLOW**

Is used strictly for directional purpose only.

Green = Right  
Yellow = Left

**ORANGE** Confirming color alerting team at LOS that the play called in huddle will be run.

**WHITE** Is our "Comprehensive" audible color. This will allow us to alert the team to several different packages and can change on a weekly basis. We will use both verbiage and numbers to indicate what the audible will be.

Example:

White 12 = 12 TRAP  
White 40 = 40 GUT  
White 70 = 70 OUTSIDE

**BLACK- PURPLE** Most often used as Dummy Colors

# HUDDLE

## BALL

T G C G T

Y

QB

VIKING  
BENCH

R X Z H

Center forms the huddle 7 yards from the ball - hands on knees.

QB says "Huddle" to begin.

QB calls : Formation - Play - Snap Count

Example: FAR RT 40 GUT ON TWO(2) -ON TWO(2)

*See what your hear!*

On command of "Ready -Break" all clap hands and break the huddle.

## ATLOS

LINEMEN Assume a 3-point stance

TE Assume a 3-point stance

WRS Assume a 2-point stance

RBS Stance by formation

## CADENCE SNAP

1st Sound Down

On Go Down - Set GO

On ONE (1) Down Set - Dummy Audible/Dummy Audible - HUT

On TWO (2) Down Set - Dummy Audible/Dummy Audible - HUT HUT

ON THREE (3) Down Set - Dummy Audible/Dummy Audible - HUT HUT HUT

**\*\* HARD COUNT** - The Hard Count is designed to specifically draw an opponent off sides.

The initial count will sound like a two (2) count play; There will be a pause - then the Quarterback will resume the count in a non-rhythmic manner. It is each players responsibility to get off on the proper count:

Example: Spread RT 40 Gut on a Hard 4 Count

Down Set - Dummy Audible/Dummy Audible - HUT HUT (pause) HUT (pause) HUT

## ADDITIONS:

Double Down (for shifts)

Example: Double Down on Two (2)

Down "pause" Down - Set Green 30 -Green 30 HUT HUT

From Up

Instucts the lineman to go from an up stance.

Example:

DBL Rt 20 Paint on an "UP" Two (2).

GENERAL INFO  
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## **GENERAL INFORMATION**

<b>1. HUDDLE</b>	<b>1</b>
<b>2. CADENCE</b>	<b>1</b>
<b>3. AUDIBLE</b>	<b>2-3</b>
<b>4. FORMATIONS</b>	<b>4-6</b>
<b>5. MOVEMENT</b>	
<b>a. BASIC SHIFTS</b>	<b>7</b>
<b>b. Z MOTIONS</b>	<b>8-9</b>
<b>c. Y MOTIONS</b>	<b>10</b>
<b>d. H MOTIONS</b>	<b>11-12</b>
<b>e. COMBINATION SHIFTS</b>	<b>13</b>
<b>g. MOVEMENT CHART</b>	<b>14</b>

## TERMS

"√"

Check with me audible alerts the team in the huddle that the plays (Gut, Outside, Toss etc...) direction will be determined at the Line of Scrimmage (LOS) by Colors or Numbers. The colors used will be GREEN (right) and YELLOW (left). If Numbers are used they will correspond to the play called. √ may or may not involve someone motioning or shifting to the Point of Attack (POA).

"Opposite"

Used as a check system to change the Direction of the play base on the look. Will be use instead of Green/Yellow.

"Move"

A form of √ where TE/H will move to the POA.

"Alert"

Will be used to check from a run (based on number count or alignment) to one of our three basic audible calls:

Red/Blue	=	Option 10/20
Scat/Scram 44/55	=	Dodge
Silver	=	Speed
Storm	=	12/13 Trap
Rain	=	14/15 Trap

"Kill"

Used to check from one run to another. Usually an outside 8-9 run to an inside run. This will carry with it a code word regarding the play and a directional call (Green/Yellow). We could also chose to use the numbering system to code which run:

Code Run Words:

Georgia	=	Gut	=	White 40/50
Omaha	=	Outside	=	White 60/70
Storm	=	2/3 Trap	=	White 12/13
Rain	=	4/5 Trap	=	White 14/15

"Listen"

Alerting team in the huddle that one of our Basic Audible passes will be called at the LOS. Could also be used to √ from one specific pass to another: (EX: Base screen or Under screen).

"LAF"

√ play for TE which indicates his movement to POA.  
Example: DBL "LAF" Toss

# FORMATIONS

## TERMINOLOGY

- |                |  |
|----------------|--|
| 1) STRONG SIDE | 2 RECEIVER SIDE ON PASS - Y ON RUN.                      |
| 2) WEAK SIDE   | 1 RECEIVER SIDE ON PASS - OPEN SIDE ON RUN.              |
| 3) CLOSED SIDE | THE SIDE WITH AN END NEXT TO THE TACKLE                  |
| 4) OPEN SIDE   | THE SIDE WITH NO END NEXT TO THE TACKLE                  |
| 5) ON SIDE     | THE SIDE OF THE FORMATION TO THE PLAY                    |
| 6) OFF SIDE    | THE SIDE OF THE FORMATION AWAY FROM THE PLAY             |
| 7) Q POSITION  | BACK ALIGNED BEHIND THE QB                               |
| 8) T POSITION  | BACK ALIGNED BEHIND THE TACKLE                           |
| 9) NORMAL      | X ALIGNED OPPOSITE Y AND Z                               |
| 10) SLOT       | Y ALIGNED OPPOSITE X AND Z.                              |
| 11) SHIFT      | RECEIVER/BACK MOVE THEN SET BEFORE THE SNAP              |
| 12) MOTION     | RECEIVER/BACK MOVE DURING THE CADENCE.                   |
| 13 FAKE MOTION | START MOTION CALLED, THEN RETURN TO ORIGINAL POSITION.   |
| 14) ADJACENT   | BACKS/RECEIVERS NEVER LINE UP NEXT TO EACH OTHER ON LOS. |

## FORMATION PERSONNEL

<u>TEAM</u>	<u>CONFIGURATION</u>	<u>SIGNAL</u>
REGULAR	1 TE - 2 WR - 2 BACKS	FIVE (5) FINGER
TIGER	2 TE - 2 WR - 1 BACK	ONE (1) FINGER
3 WIDES	1 TE - 3 WR - 1 BACK	THREE (3) FINGERS
E TEAM	0 TE - 3 WR - 2 BACKS	INDEX AND LITTLE FINGER
4 WIDES	0 TE - 4 WR - 1 BACK	FOUR (4) FINGERS
HEAVY 3 TE	3 TE - 1 WR - 1 BACK	FIST
JUMBO 4 TE	4 TE - 0 WR - 1 BACK	TWO (2) FISTS

## CALLING FORMATIONS

- 1) Any shift by TE or backs - STEM
- 2) Backfield set - DOT
- 3) Direction of TE (Y) - RT/LT
- 4) Receiver adjustment - TITE
- 5) Receiver/Back/TE motion - ZOOM-REX-LEAP

## MOVEMENT STARTS

- 1) Shifts start after "Down" or "Down-Down"
- 2) TE/H quick motion start on 2nd color
- 3) X/Z motion start on 1st color
- 4) R motion starts on 1st color

\* any plays with movement should be on TWO (2)

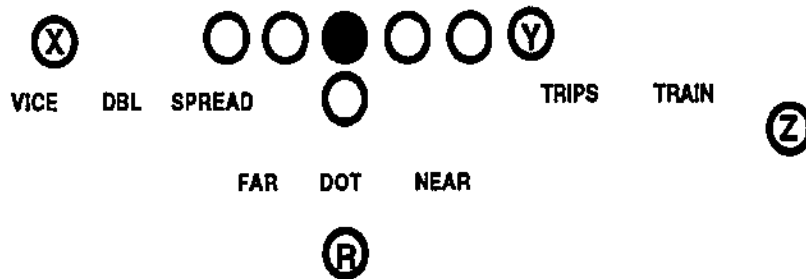
\*\*Movement on "GO" snap count start with "flick" of QB's heel.

**HUSTLE CALL BY QB CALLS OFF ALL MOVEMENT AND SHIFTS DUE TO TIME.**

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# FORMATION NOMENCLATURE

## BASE ALIGNMENTS BY H-BACK



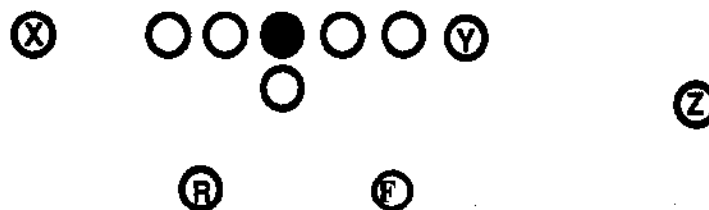
**X-Z - WIDE RECEIVERS**  
**Y - TIGHT END**

**R - REMAINING BACK**  
**H - H BACK**

- 1) The Y (TE) aligns to the call: Right/Left
- 2) The backs align by the formation called: Name
- 3) The Wide Receivers align by formation/variation call: Name
- 4) Run Strength - to the Y (TE) side.
- 5) Pass Strength - to the (2) two receiver side.

## 2 BACKS: (REGULAR)

### **SPLIT RIGHT**



**X-Z - WIDE RECEIVERS**  
**Y - TIGHT END**

**R - TAILBACK**  
**F - FULL BACK**

<p><b>DOT RT</b></p>	<p><b>DOUBLE RT</b></p>	<p><b>TRIPS RT</b></p>
<p><b>NEAR RT</b></p>	<p><b>VICE RT</b></p>	<p><b>SPREAD RT</b></p>
<p><b>FAR RT</b></p>	<p><b>TWINS RT</b></p>	<p><b>TRAIN RT</b></p>
<p><b>DOT RT CLOSE</b></p>	<p><b>BUNCH RT</b></p>	<p><b>SQUEEZE RT</b></p>
<p><b>WING RT</b></p>	<p><b>ROCKET RT</b></p>	<p><b>FREEZE RT</b></p>

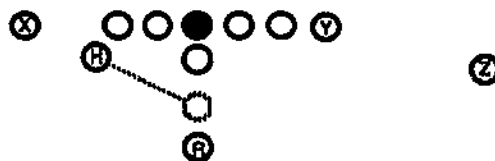
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# MOVEMENT

## BASIC SHIFTS

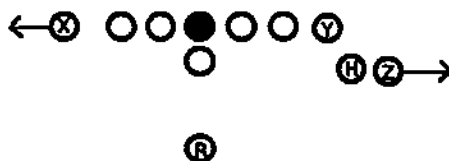
**SHIFT - H MOVES TO FORMATION CALLED:**

**EXAMPLE: SHIFT SPREAD RT**



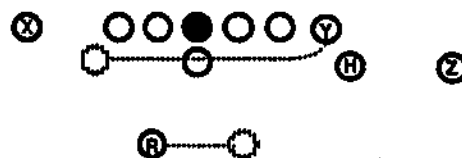
**POP - X AND Z GO OUT TO FORAMTION CALLED:**

**EXAMPLE: POP TRIPS RT**



**STEM - Y AND R START OPPOSITE AND MOVES TO FORMATION CALLED:**

**EXAMPLE: STEM TRIPS RT**



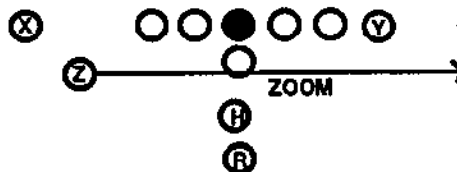


# MOTION

## Z MOTION

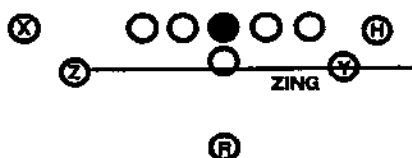
**ZOOM - Z CROSSES BALL INTO THE FORMATION CALLED:**

**EXAMPLE: ZOOM DOT RT**



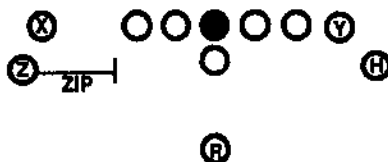
**ZING - Z CROSSES BALL INTO FORMATION CALLED ENDING UP IN WING AREA STRONG. ALWAYS START WEAK.**

**EXAMPLE: ZING BUNCH RT**



**ZIP - Z GOES TOWARDS BALL: SHORT MOTION - LEAVE AFTER 2ND COLOR AND AUDIBLE: START AND END UP ON SAME SIDE.**

**EXAMPLE: VICE RT ZIP**



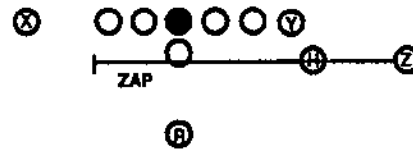
**FAKE ZOOM - Z STARTS TO CROSS BALL FROM FORMATION CALLED THEN RETURNS: START AND END ON SAME SIDE.**

**EXAMPLE: TWINS RT FAKE ZOOM**

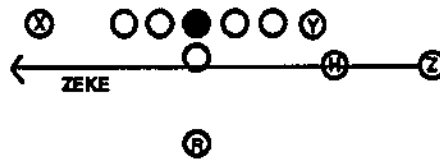


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**ZAP - Z CROSSES BALL FROM FORMATION CALLED TO AREA  
OFF WK TACKLE: START STRONG AND CROSS BALL WEAK.  
EXAMPLE: TRIPS RT ZAP**



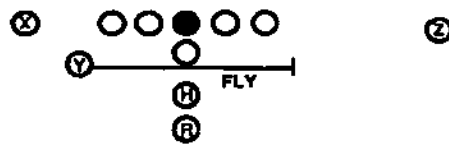
**ZEKE - Z CROSSES BALL WK FROM FORMATION CALLED OUTSIDE  
WIDEST RECEIVER: START STRONG AND CROSS BALL WEAK.  
EXAMPLE: TRIPS RT ZEKE**



## Y MOTION

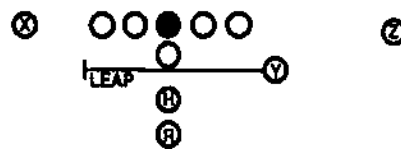
**FLY - Y CROSSES BALL INTO FORMATION CALLED:**

**EXAMPLE: DOT RT FLY**



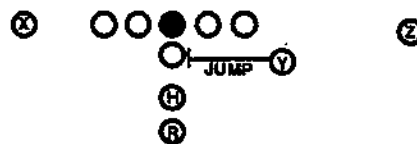
**LEAP - Y CROSSES BALL FROM FORMATION CALLED:**

**EXAMPLE: DOT RT LEAP**



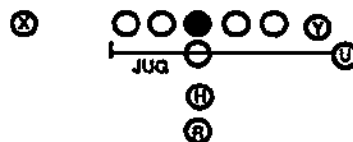
**JUMP - QUICK MOTION BY Y TOWARDS BALL FROM FORMATION CALLED:  
2-3 STEP MOVEMENT.**

**EXAMPLE: DOT RT JUMP**



**JUG - JUMP MOTION BY U IN HEAVY: FROM STRONG TO WEAK.**

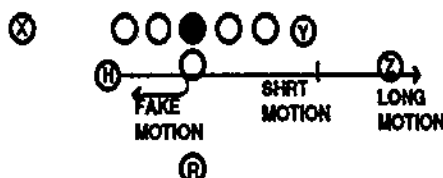
**EXAMPLE: DOT RT JUG**



## **H.MOTION**

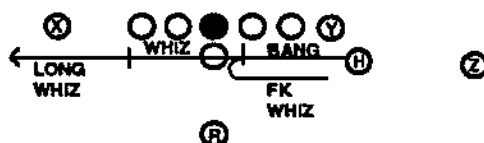
**STR. MOTION** - H CROSSES BALL STR. OUT OF FORMATION CALLED TO THE TE (SHORT MOTION) OR PAST THE WIDEST RECEIVER (LONG MOTION):  
START WEAK AND MOVE STRONG.

EXAMPLE: SPREAD RT  
FAKE MOTION-SHORT MOTION-LONG MOTION



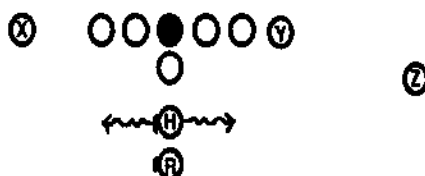
**WHIZ MOTION** - H CROSSES BALL WEAK OUT OF FORMATION CALLED TO THE AREA OFF THE WEAK TACKLE (WHIZ) OR PAST THE WIDEST RECEIVER (LONG WHIZ):

EXAMPLE: TRIPS RT  
WHIZ-BANG-LONG WHIZ-FAKE WHIZ



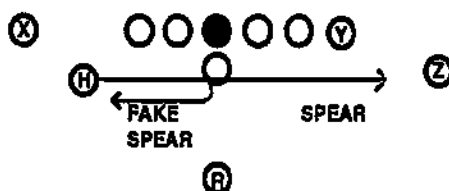
**HUMP** - 2 QUICK STEPS BY H OUT OF TH FORMATION CALLED TOWARDS HIS ASSIGNMENT (FAR/NEAR).

EXAMPLE: DOT RT HUMP



**SPEAR** - H CROSSES BALL STRONG OUT OF FORMATION CALLED: START WEAK AND MOVE TO THE AREA STRONG.

EXAMPLE: DOUBLE RT  
FAKE SPEAR-SPEAR

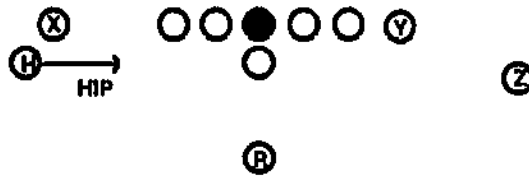


GENERAL INFO  
PAGE 11

## H MOTION CONTINUED

**HIP** - H GOES TOWARDS BALL: SHORT MOVEMENT- START AND END UP ON SAME SIDE.

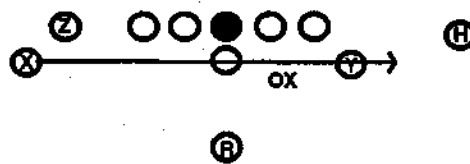
EXAMPLE: DBL RT HIP



## X MOTION

**OX** - X CROSSES BALL STR. OUT OF FORMATION CALLED (SPEAR):  
START WEAK AND MOVE STRONG.

EXAMPLE: WALK RT OX ( X SPEAR)

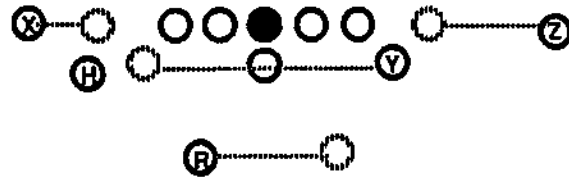


GENERAL INFO  
PAGE 12

# COMBINATION SHIFTS

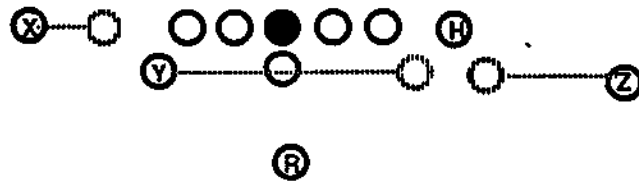
**EXPLODE - POP + STEM**

EXAMPLE: **EXPLODE** DBL RT



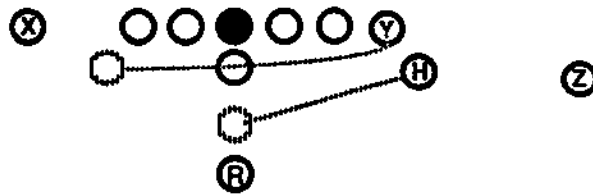
**SINK - STEM + REDUCE**

EXAMPLE: **SINK BUNCH RT**



**SHAFT - STEM + SHIFT**

EXAMPLE: **SHAFT TRIPS RT**



## PRE-SHIFT AND MOTION CHART

SHIFT	FL	8	X	Z	EXAMPLE
BASE SHIFT	SHIFT	STEM	EXIT	ZEBRA	
EXPLODE		STEM	POP	POP	EXPLODE DOUBLE RT
SINK		STEM	REDUCE	REDUCE	SINK BUNCH RT
SHAFT	SHIFT	STEM			SHAFT TRIPS RT

MOTION	FL	8	X	Z	EXAMPLE
CROSS BALL STR	SHT MOT SPEAR	FLY		ZOOM-ZING	ZING TRIPS RT
CROSS BALL WK	WHIZ	LEAP	OX	ZEKE-ZAP	TRIPS RT WHIZ
TO BALL	BANG(T) HIP(3)	JUMP	AX	ZIP	DOT RT JUMP

## **DEFENSES**

<b>1. PERSONNEL IDENTIFICATION</b>	<b>1</b>
<b>2. FRONTS</b>	<b>2</b>
<b>3. COVERAGES</b>	<b>3-5</b>



# PERSONNEL IDENTIFICATION

34

FS

C

\$

C

WILL

MO

MIKE

E

N

E

SAM



43

FS

C

\$

C

MIKE

WILL

E

T

T

E

SAM



DEFENSES  
PAGE 1

# FRONTS

34

B E B N E B  
○ ○ ○ ○ ○ ○  
○

43

B E T B T E B  
○ ○ ○ ○ ○ ○  
○

EVEN

B B  
E T N E B  
○ ○ ○ ○ ○ ○  
○

UNDER

B B  
E T N E B  
○ ○ ○ ○ ○ ○  
○

43 UNDER

B B  
E T T E B  
○ ○ ○ ○ ○ ○  
○

EVEN WK

B B B  
E T T E  
○ ○ ○ ○ ○ ○  
○

OVER

B B  
B E N T E  
○ ○ ○ ○ ○ ○  
○

43 OVER

B B  
B E T T E  
○ ○ ○ ○ ○ ○  
○

44

B B  
\$ E T T E B  
○ ○ ○ ○ ○ ○  
○

EAGLE

B B  
B T N T B  
○ ○ ○ ○ ○ ○  
○

43 EAGLE

B B B  
E T T E  
○ ○ ○ ○ ○ ○  
○

42 NIC

B B  
E T T E  
○ ○ ○ ○ ○ ○  
○

BEAR EAGLE

B  
B T N T B B  
○ ○ ○ ○ ○ ○  
○

56

B  
B E N T E B  
○ ○ ○ ○ ○ ○  
○

BEAR EAGLE FIST

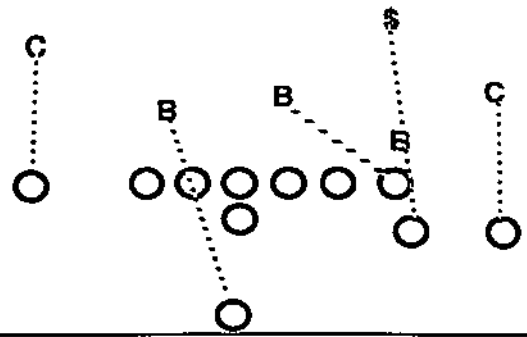
F B  
B T N T B B  
○ ○ ○ ○ ○ ○  
○

DEFENSES  
PAGE 2

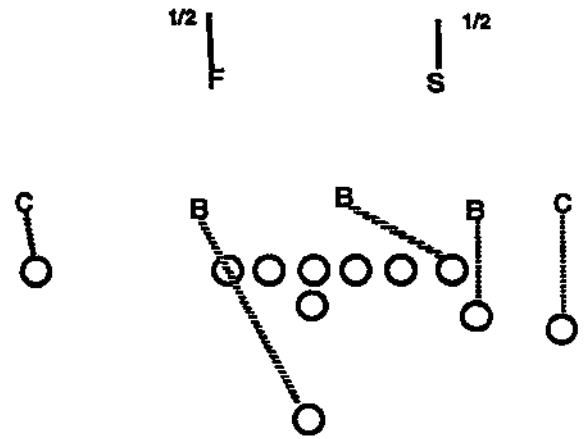
# COVERAGE IDENTIFICATION SYSTEM

<b>NUMBER</b>	<b>TYPE</b>
0	MAN COVERAGE NO FIELDER IN MIDDLE OF FIELD (MOFO)
1	MAN FREE: FIELDER IN MIDDLE OF FIELD (MOFC)
1 LURK	MAN FREE WITH A FREE COVER MAN (LURK) IN THE MIDDLE
2	2 DEEP / 5 UNDER ZONE (MOFO)
2 MAN	2 DEEP / 5 UNDER MAN (MOFO)
3	3 DEEP STRONG ROTATION ZONE (MOFC) 3 SKY = 3 DEEP STRONG SAF. ZONE 3 SAM = 3 DEEP SAM/JACK EXCHANGE 3 CLOUD = STRONG ROLL
4	3 DEEP WEAK ROTATION ZONE (MOFC) 4 SKY = 3 DEEP WK SAF. ZONE 4 WILL = 3 DEEP WILL/JILL EXCHANGE 4 CLOUD = WEAK ROLL
5	COMBINATION MAN/MAN WITH SAF. WORKING STRONG
6	COMBINATION MAN/MAN WITH SAF. WORKING WEAK
8	WEAK ROTATION ZONE: WEAK = 2 STRONG = READ (MOFC)

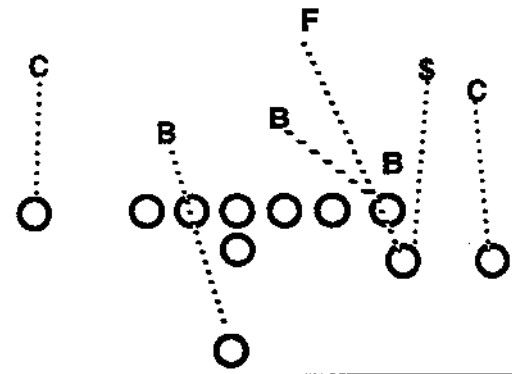
1



**COVER 2 MAN**

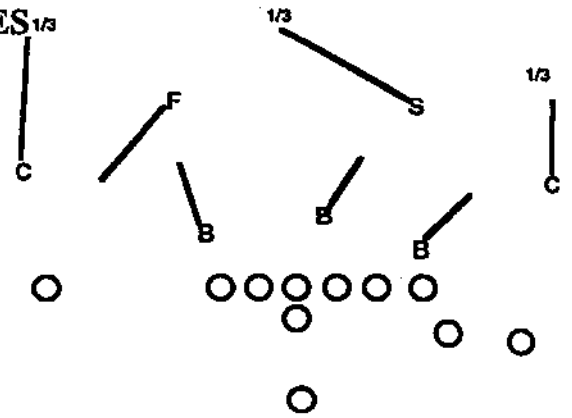
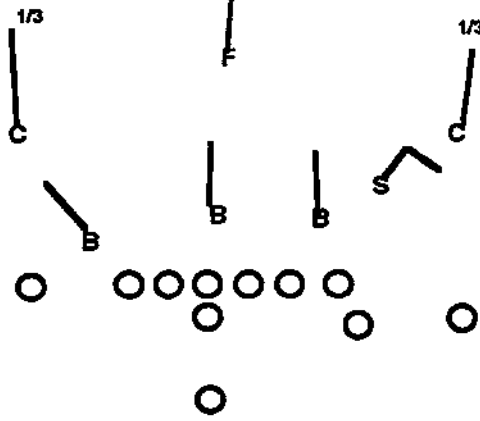


**COVER 5Y**

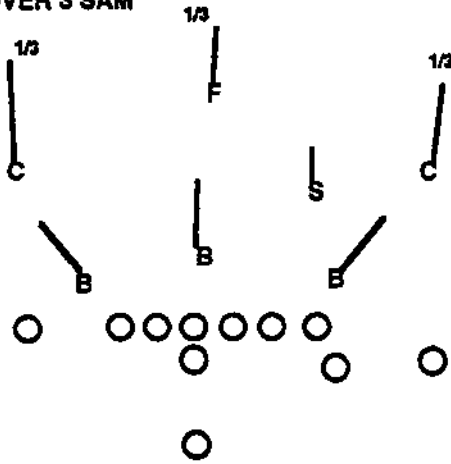


**DEFENSES**  
**PAGE 4**

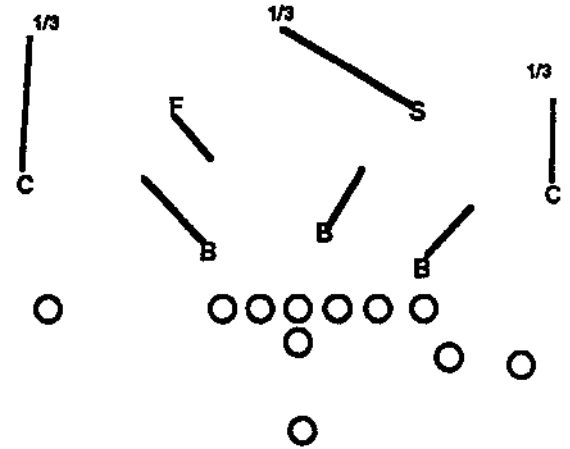
ZONE COVER 4 SKY  
COVERAGES



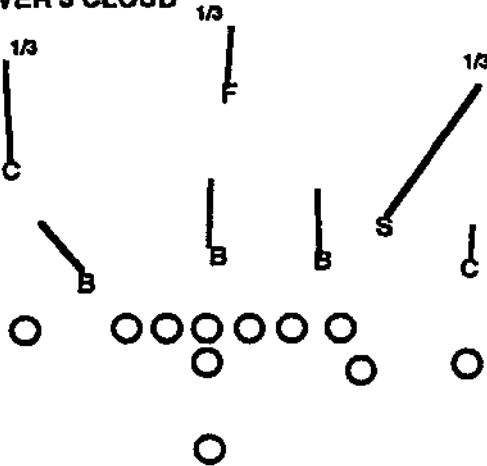
COVER 3 SAM



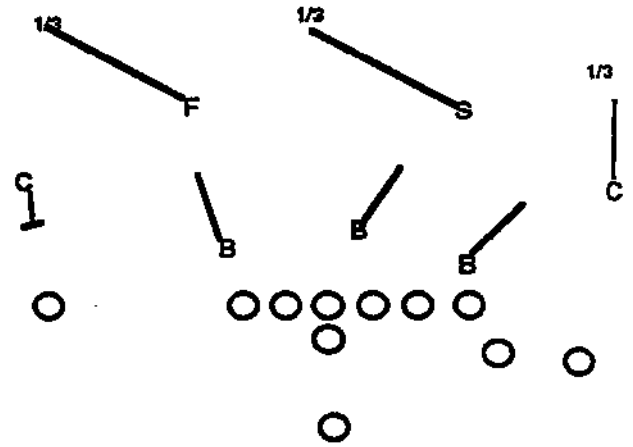
COVER 4 WILL



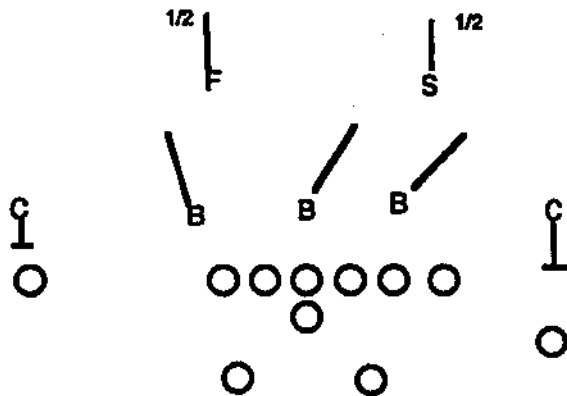
COVER 3 CLOUD



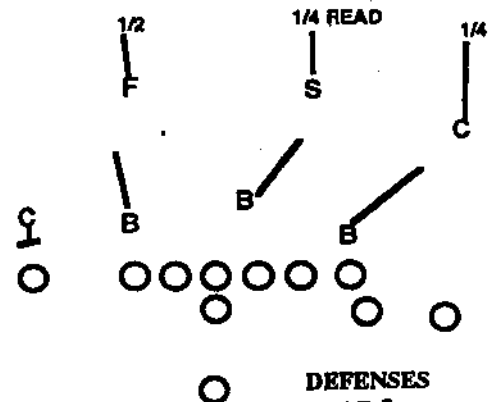
COVER 4 CLOUD



COVER 2



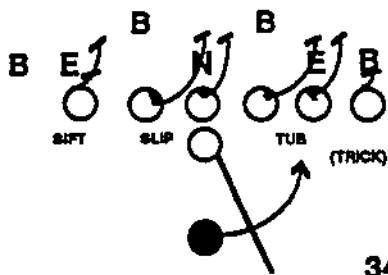
COVER 8



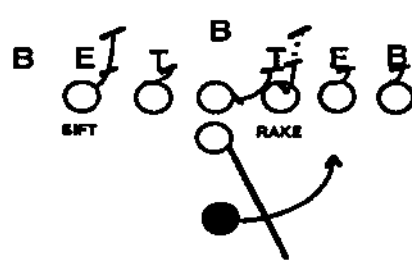
DEFENSES  
PAGE 5

## **RUN PLAYS**

40/50 GUT	1
40/50 CHIP	2
60/70 OUTSIDE	3
60/70 CHIP	4
80/90 TOSS	5
80/90 CHIP	6
80/90 BOUNCE	7
40/50 √ TREY	8
3/2 DRAW	9
20/30 PAINT	10
12/13 TRAP	11
60/70 CTR	12
60/70 SWAY	13
80/90 SWEEP	14

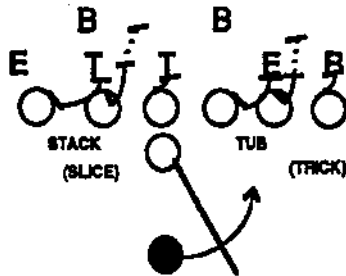
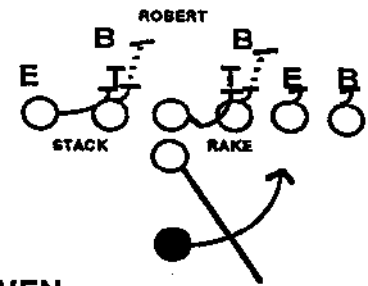


34

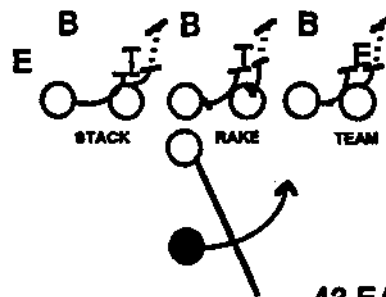


43

EVEN

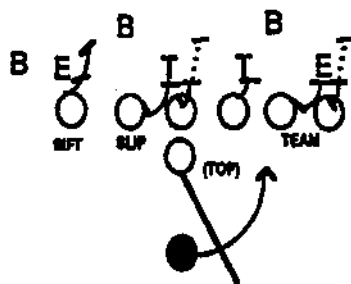
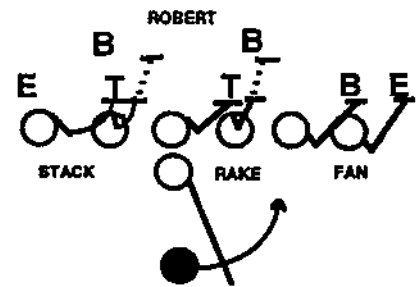


UNDER

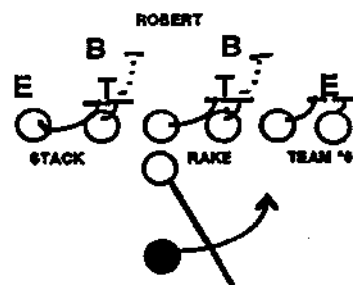


43 EAGLE

EVEN BR

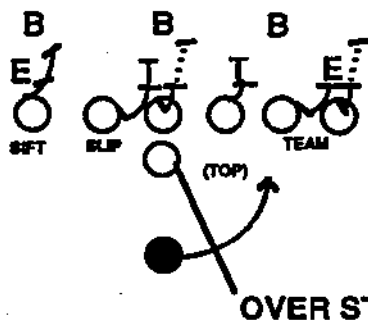
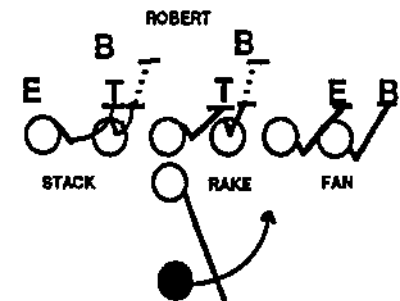


OVER

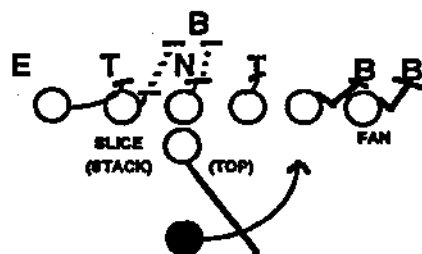


42

EVEN WK



OVER ST



BEAR EAGLE

### 40/50 GUT

ON TACKLE

ON GUARD

CENTER

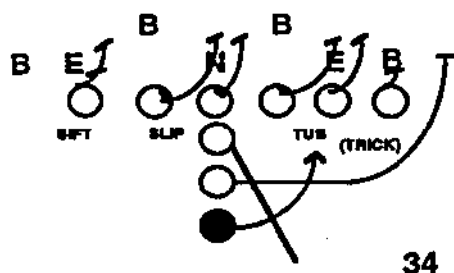
OFF GUARD

OFF TACKLE

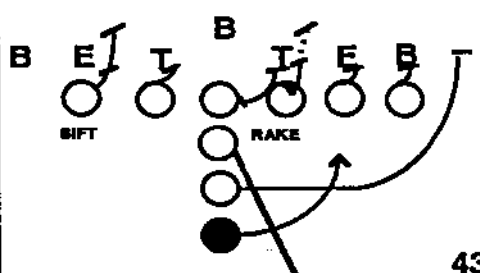
TE

- REACH #2 (DE). TUB vs 34. TEAM vs Reductions. FAN vs Bear Eagle, "Bronco" or "Wide" looks. Alert TRICK/TRUCK.
- REACH #1 (M). TUB vs. 34. RAKE vs. 43. Alert TOP(Bear), TRICK (Over).
- REACH #0 (N). SLIP vs. 34. RAKE vs. 43. Alert TOP (Bear), SLICE (Under). Alert REACH vs 42 and Bears.
- REACH #1 Wk. (M). SLIP vs 34. STACK vs Reduction. Alert TOP vs Bear, SLICE (Under).
- REACH #2 Wk. (DE). SIFT. STACK vs Reduction. Alert SLICE (Under).
- REACH #3 (S). TEAM vs Reduction, FAN vs Bear Eagle, "Bronco", or "Wide" looks. Alert TRICK.

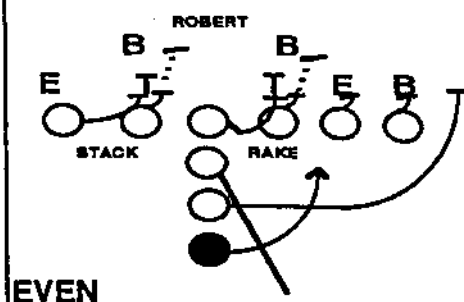
# 40/50 CHIP



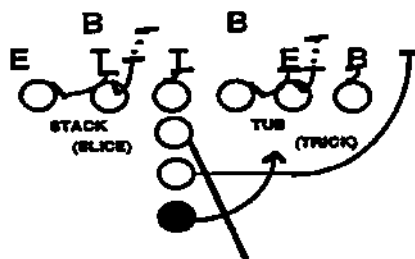
34



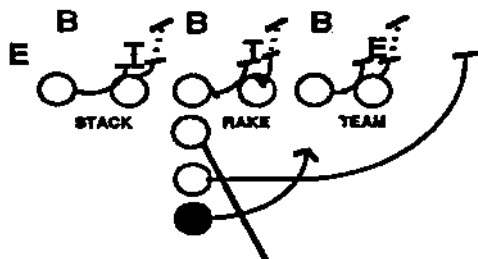
43



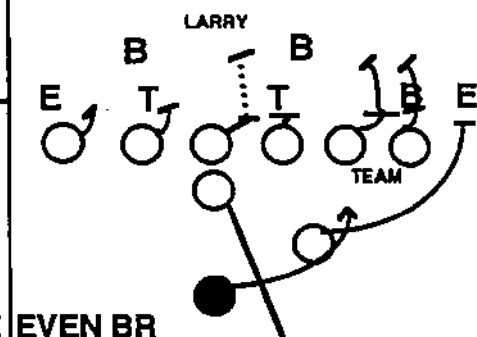
EVEN



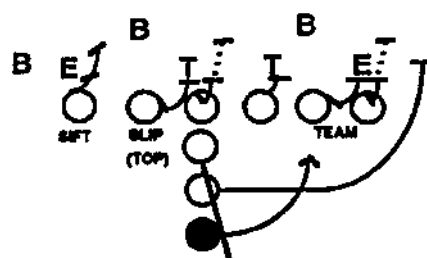
UNDER



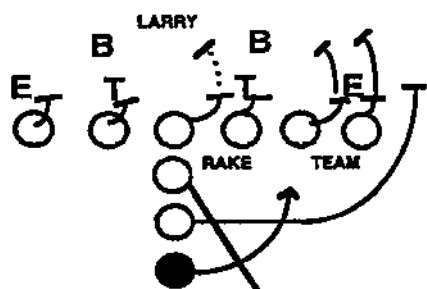
43 EAGLE



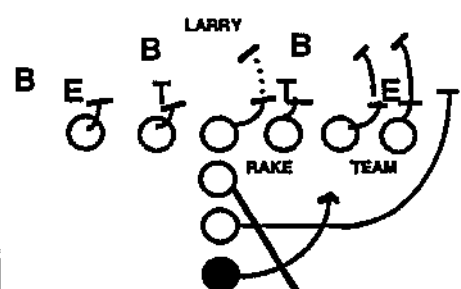
EVEN BR



OVER

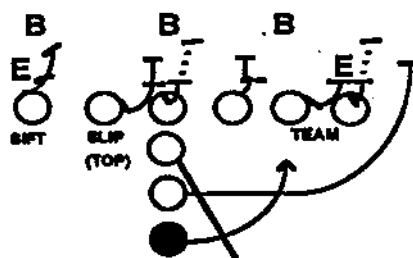


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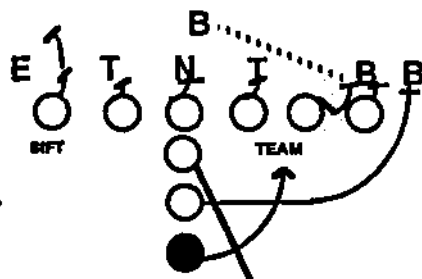


EVEN WK

## 40/50 CHIP



OVER ST



BEAR EAGLE

CHIP  
TIGHT END

ON TACKLE

ON GUARD

CENTER

OFF GUARD

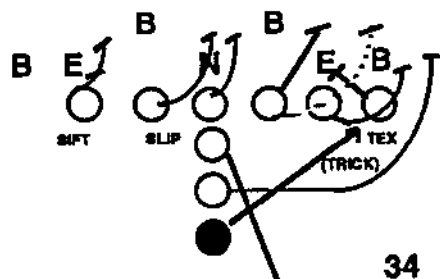
OFF TACKLE

- Force #4. Alert JACK BLOCK w/TE.
- BASE #3. (S) — TEAM vs. reduction. Alert JACK BLOCK w/TE.
- BASE #2 (DE). TUB vs. 34. TEAM vs. reduction. Alert TRICK/TRUCK. Poss. TAG.
- BASE #1 (M) TUB vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR). TRICK (over). Poss. TAG.
- BASE #0 (nose). SLIP vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR) SLICE (under).
- BASE #1 wk (M). SLIP vs. 34. Alert TOP "0" (BEAR). SLICE (under).
- BASE #2 wk. SIFT. STACK vs. reduction. Alert SLICE (under).

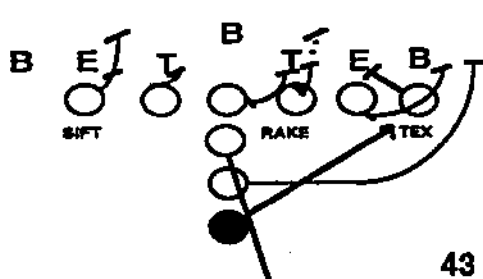


<p>34</p>	<p><u>60/70 OUTSIDE</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>EVEN WK</p>
<p>OVER ST</p> <p>BEAR EAGLE</p>	<p><u>60/70 OUTSIDE</u></p> <p>ON TACKLE</p> <p>ON GUARD</p> <p>CENTER</p> <p>OFF GUARD</p> <p>OFF TACKLE</p> <p>TE</p> <ul style="list-style-type: none"> <li>-REACH #2 (DE). TUB vs 34. TEAM vs Reductions. FAN vs Bear Eagle, "Bronco" or "Wide" looks. Alert TRICK/TRUCK. Poss. TEX</li> <li>-REACH #1 (M). TUB vs. 34. RAKE vs. 43. Alert TOP(Bear), TRICK (Over). Poss. GAR on TEX. Alert WIPE.</li> <li>-REACH #0 (N). SLIP vs. 34. RAKE vs. 43. Alert TOP (Bear), SLICE (Under). Alert REACH vs 42 and Bears.Poss. WIPE.</li> <li>-REACH #1 Wk. (M). SLIP vs 34. STACK vs Reduction. Alert TOP vs Bear, SLICE (Under).</li> <li>-REACH #2 Wk. (DE). SIFT. STACK vs Reduction. Alert SLICE (Under).</li> <li>-REACH #3 (S). TEAM vs Reduction, FAN vs Bear Eagle, "Bronco", or "Wide" looks. Alert TRICK. Poss. TEX.</li> </ul>	

PAGE 3

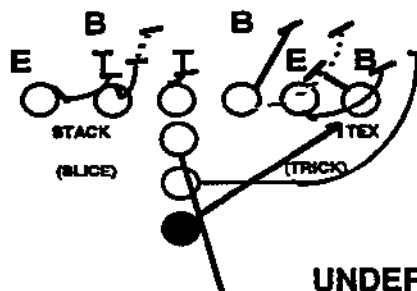
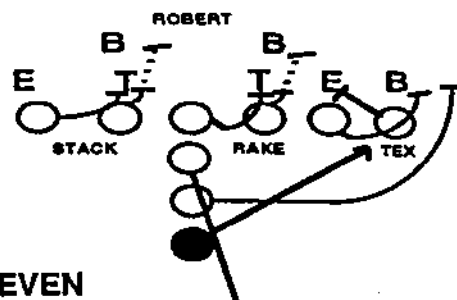


34

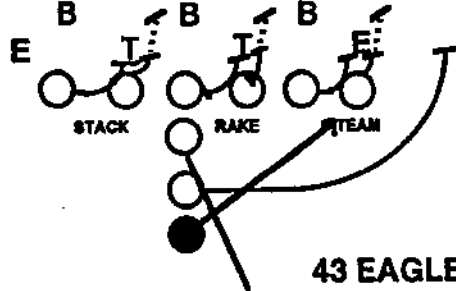


43

EVEN

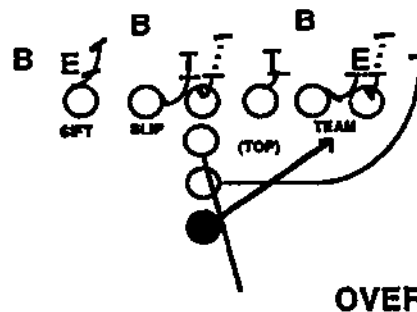
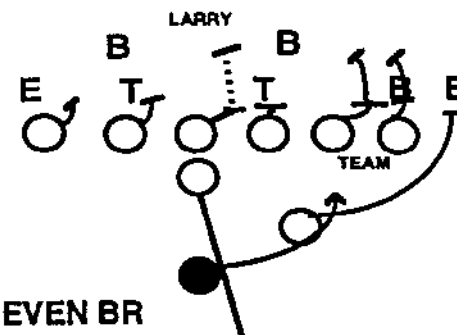


UNDER

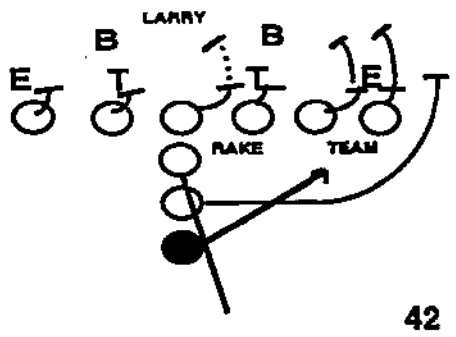


43 EAGLE

EVEN BR

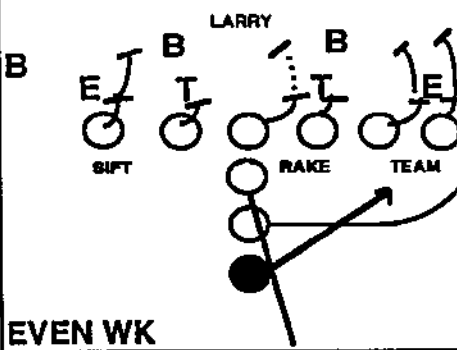


OVER



42

EVEN WK



### 60/70 CHIP

CHIP  
TIGHT END

ON TACKLE

ON GUARD

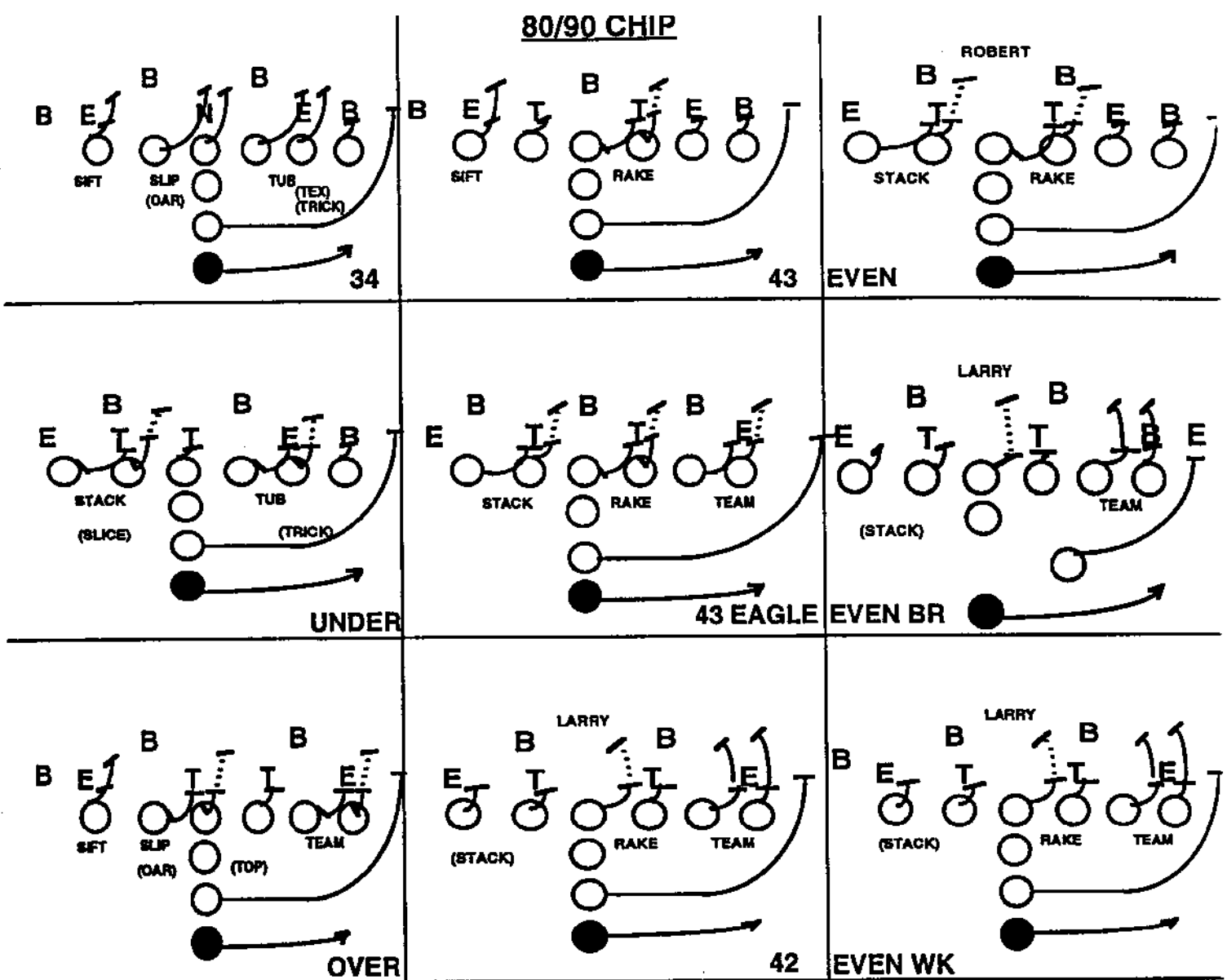
CENTER

OFF GUARD

OFF TACKLE

- Force #4. Alert JACK BLOCK w/TE.
- BASE #3. (S) — TEAM vs. reduction. Alert TEX. Alert JACK BLOCK w/TE.
- BASE #2 (DE). TUB vs. 34. TEAM vs. reduction. Alert TRICK/TRUCK/TEX. Poss. TAG.
- BASE #1 (M) TUB vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR). TRICK (over). Poss. TAG.
- BASE #0 (nose). SLIP vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR) SLICE (under). Poss WIPE
- BASE #1 wk (M). SLIP vs. 34. Alert TOP "0" (BEAR). SLICE (under).
- BASE #2 wk. SIFT. STACK vs. reduction. Alert SLICE (under).

	<p><b>80/90 TOSS</b></p>	<p><b>ROBERT</b></p>
		<p><b>ROBERT</b></p>
	<p><b>ROBERT</b></p>	<p><b>LARRY</b></p>
	<p><b>80/90 TOSS</b></p> <p><b>ON TACKLE</b></p> <p><b>ON GUARD</b></p> <p><b>CENTER</b></p> <p><b>OFF GUARD</b></p> <p><b>OFF TACKLE</b></p> <p><b>TE</b></p> <p><b>BEAR EAGLE</b></p> <ul style="list-style-type: none"> <li>-REACH #2 (DE). TUB vs 34. TEAM vs Reductions. FAN vs Bear Eagle, "Bronco" or "Wide" looks. Alert TRICK/TRUCK. Poss. TEX</li> <li>-REACH #1 (M). TUB vs. 34. RAKE vs. 43. Alert TOP (Bear), TRICK (Over). Poss. GAR on TEX. Alert WIPE.</li> <li>-REACH #0 (N). SLIP vs. 34. RAKE vs. 43. Alert TOP (Bear), SLICE (Under). Alert REACH vs 42 and Bears. Poss. WIPE.</li> <li>-REACH #1 Wk. (M). SLIP vs 34. STACK vs Reduction. Alert TOP vs Bear, SLICE (Under).</li> <li>-REACH #2 Wk. (DE). SIFT. STACK vs Reduction. Alert SLICE (Under).</li> <li>-REACH #3 (S). TEAM vs Reduction, FAN vs Bear Eagle, "Bronco", or "Wide" looks. Alert TRICK. Poss. TEX.</li> </ul>	



### 80/90 CHIP

CHIP  
TIGHT END

ON TACKLE

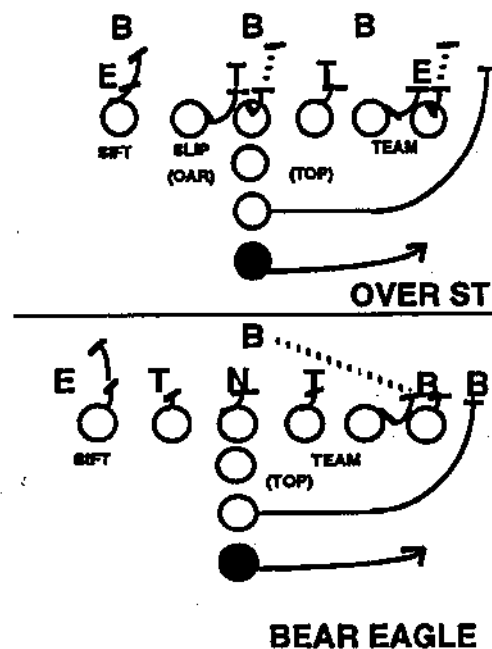
ON GUARD

CENTER

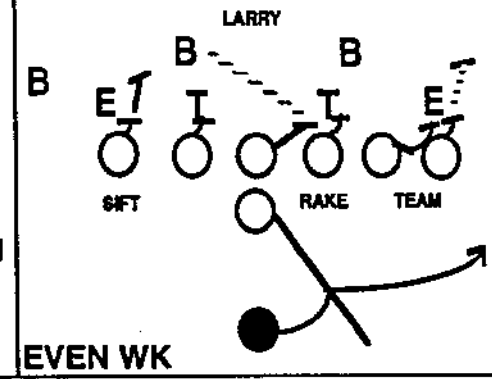
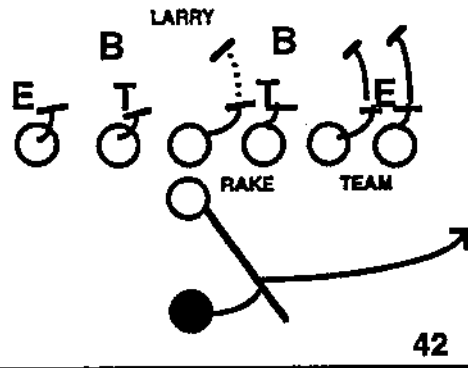
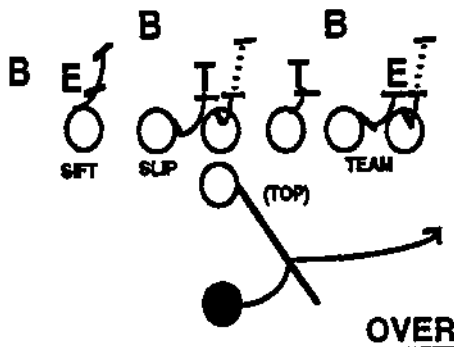
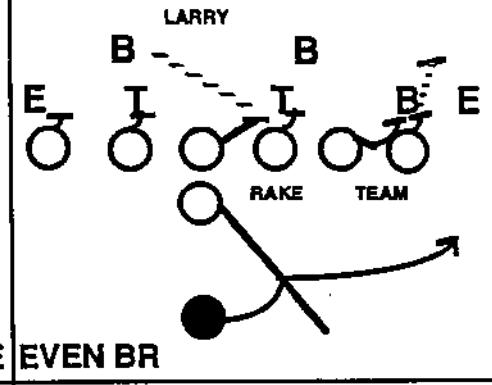
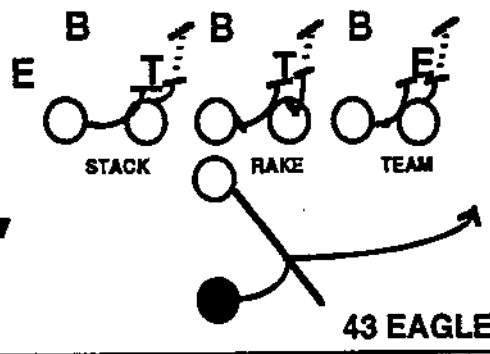
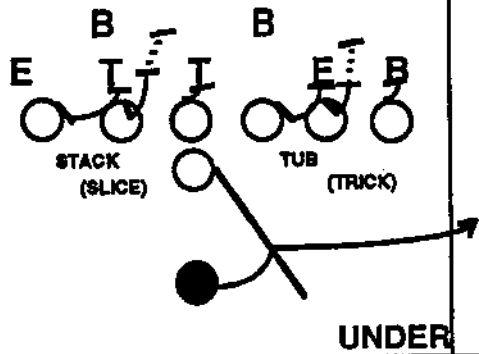
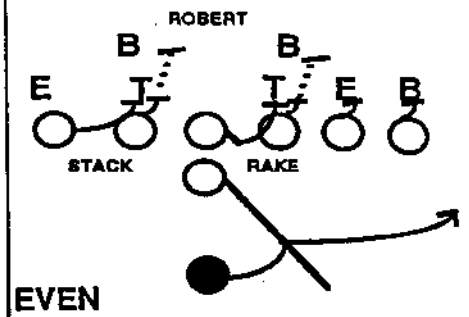
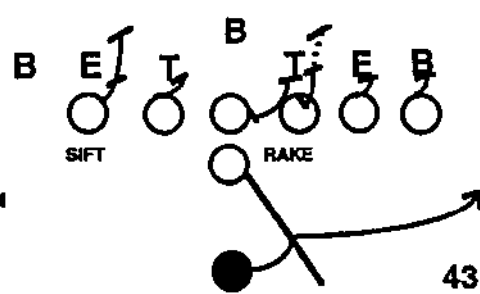
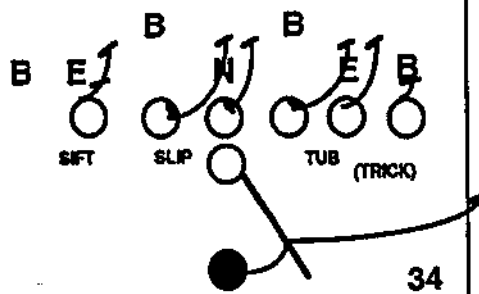
OFF GUARD

OFF TACKLE

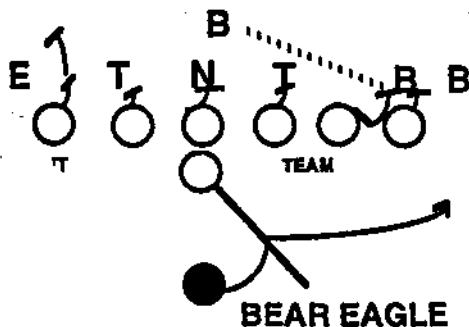
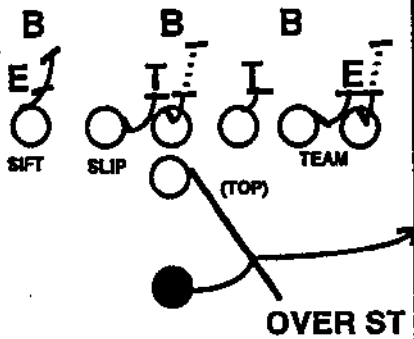
- Force #4. Alert JACK BLOCK w/TE.
- BASE #3. (S) — TEAM vs. reduction. Alert JACK BLOCK w/TE.
- BASE #2 (DE). TUB vs. 34. TEAM vs. reduction. Alert TRICK/TRUCK. Poss. TAG.
- BASE #1 (M) TUB vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR). TRICK (over). Poss. TAG.
- BASE #0 (nose). SLIP vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR) SLICE (under).
- BASE #1 wk (M). SLIP vs. 34. Alert TOP "0" (BEAR). SLICE (under).
- BASE #2 wk. SIFT. STACK vs. reduction. Alert SLICE (under).



# 80/90 BOUNCE



## 80/90 BOUNCE



CHIP  
TIGHT END

ON TACKLE

ON GUARD

CENTER

OFF GUARD

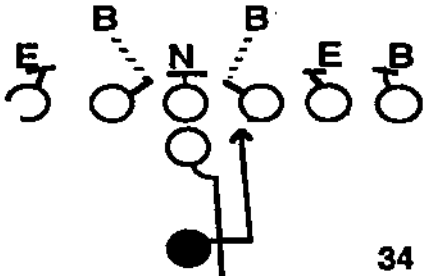
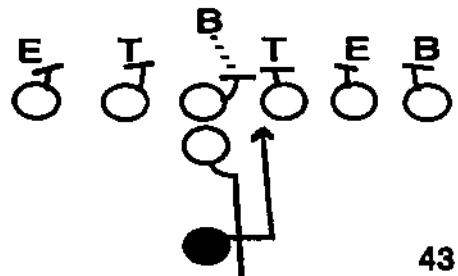
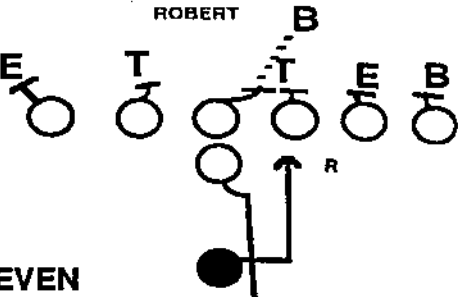
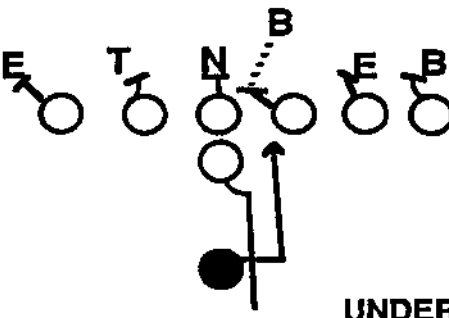
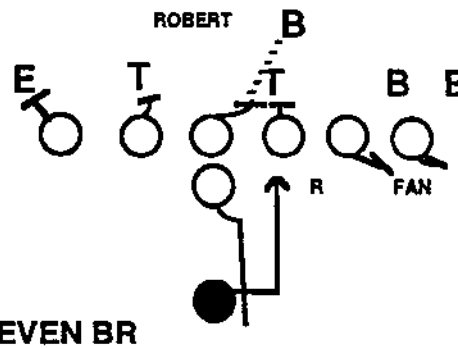
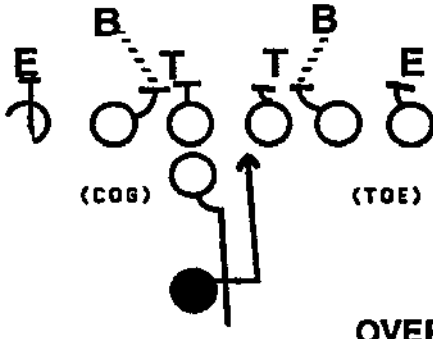
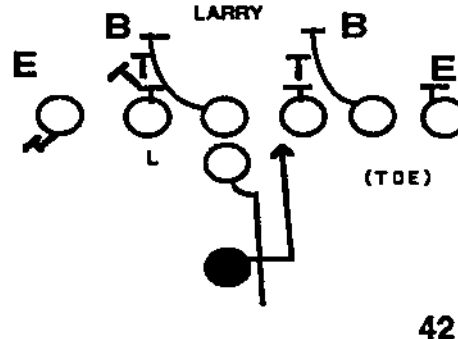
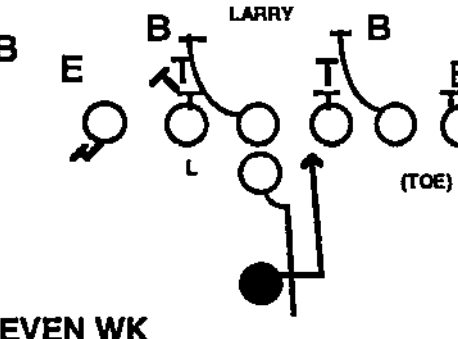
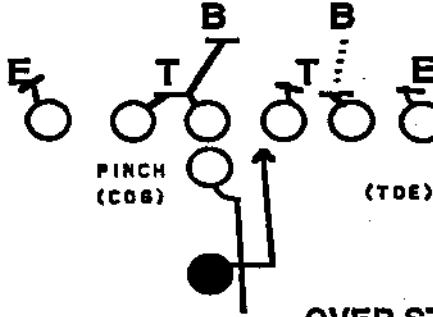
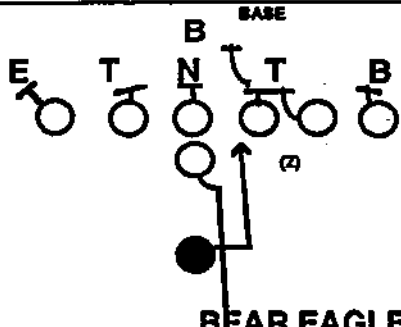
OFF TACKLE

- Force #4. Alert JACK BLOCK w/TE.
- BASE #3. (S) — TEAM vs. reduction. Alert JACK BLOCK w/TE.
- BASE #2 (DE). TUB vs. 34. TEAM vs. reduction. Alert TRICK/TRUCK.
- BASE #1 (M) TUB vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR). TRICK (over).
- BASE #0 (nose). SLIP vs. 34. RAKE vs. 43. Alert TOP "0" (BEAR) SLICE (under).
- BASE #1 wk (M). SLIP vs. 34. Alert TOP "0" (BEAR). SLICE (under).
- BASE #2 wk. SIFT. STACK vs. reduction. Alert SLICE (under).

<p>"GREEN"</p> <p>34</p>	<p>CHECK TREY</p> <p>"GREEN"</p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>"YELLOW"</p> <p>42</p>	<p>EVEN BR</p>
<p>"GREEN"</p> <p>OVER</p>	<p>"GREEN"</p> <p>42</p>	<p>EVEN WK</p>
<p>"YELLOW"</p> <p>OVER ST</p> <p>BEAR EAGLE</p>	<p><u>50/40 TREY</u></p> <p>WK TACKLE — BASE #2 stg — Alert SIFT/STACK/Slice. REACH #2 wk — FAN vs. 33/51/2 on 2 weak.</p> <p>WK GUARD — BASE #1 stg — Alert STACK/Slice/TOP. REACH #1 wk — Alert SLIP/RAKE /Slice /TOP. LARRY/ ROBERT weak vs. 42s.</p> <p>CENTER — BASE #0 stg — Alert SLIP/RAKE/Slice/ TOP. REACH #0 wk — Alert SLIP/RAKE/Slice/TOP. LARRY/ROBERT weak vs. 42s.</p> <p>ST GUARD — BASE #1 stg — AlertRAKE/TUB/TOP/TRUCK. REACH #1 wk — Alert SLIP/RAKE/Slice/TOP.</p> <p>ST TACKLE — BASE #2 stg — Alert TUB/TEAM/TRICK/TRUCK. REACH #1 wk — Alert SCOOP/STACK/Slice.</p> <p>TE — BASE #3 stg — Alert TEAM/TRICK.REACH #2 wk — Alert SCOOP</p>	

PAGE 8

<p>34</p>	<p><b>3/2 DRAW</b></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>EVEN WK</p>
<p>OVER ST</p>	<p><b>3/2 DRAW</b></p> <p><b>ON TACKLE</b>  <b>ON GUARD</b>  <b>CENTER</b>  <b>OFF GUARD</b>  <b>OFF TACKLE</b>  <b>TIGHT END</b></p> <ul style="list-style-type: none"> <li>- Draw set, block #2 on LOS. Fan all bubbles were</li> <li>- Draw set, block #1 on LOS. Fan all bubbles. Poss. PINCH.</li> <li>- Draw set, BASE #0. COG/PINCH.</li> <li>- Draw set, BASE #1. Poss. PINCH/COG.</li> <li>- Draw set, BASE #2. Alert TOE.</li> <li>- Draw set, BASE #3. Alert TOE.</li> </ul> <p>BEAR EAGLE</p>	

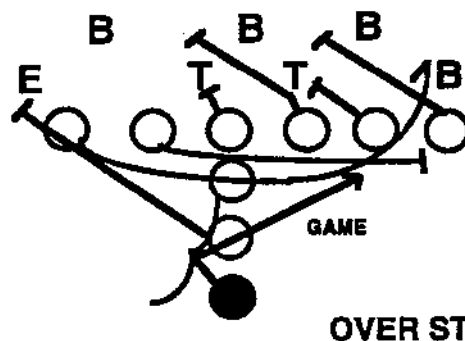
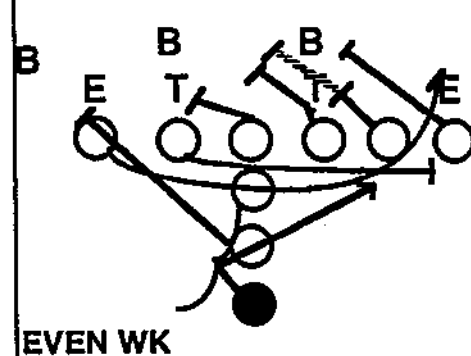
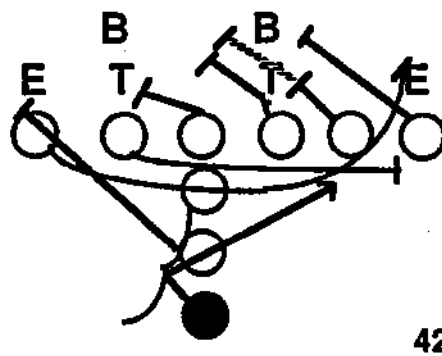
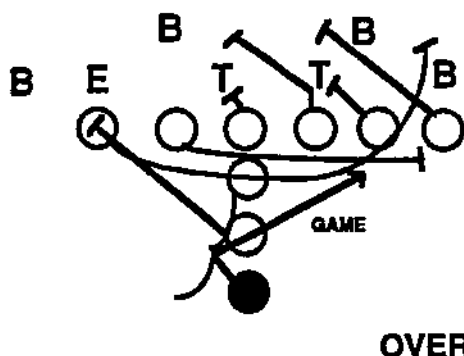
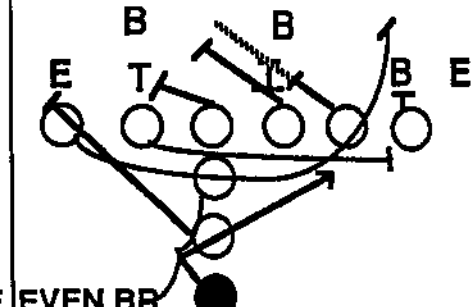
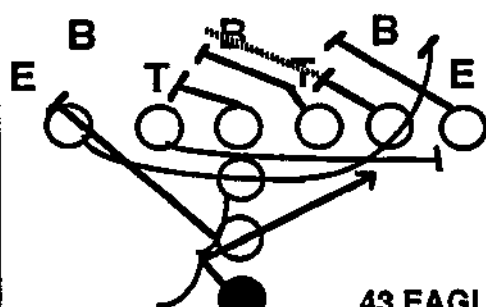
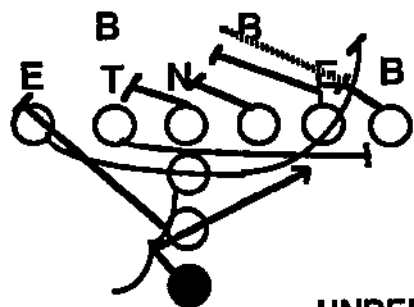
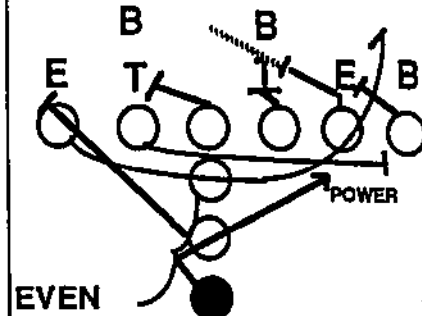
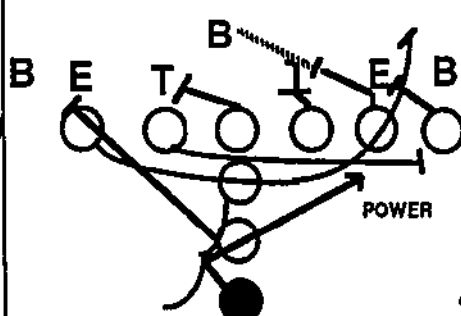
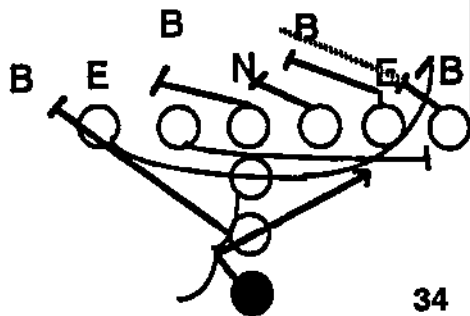
 <p>34</p>	<p><u>20/30 PAINT</u></p>  <p>43</p>	<p>ROBERT</p>  <p>EVEN</p>
 <p>UNDER</p>	<p>43 EAGLE</p>	<p>ROBERT</p>  <p>EVEN BR</p>
 <p>OVER</p>	<p>LARRY</p>  <p>42</p>	<p>LARRY</p>  <p>EVEN WK</p>
 <p>OVER ST</p>  <p>BEAR EAGLE</p>	<p><u>20/30 PAINT(6 Man Scheme)</u></p> <p>OFFTACKLE— Draw set, BASE #2. Alert vs. unders, block 2. FAN vs. 33/51/2 on 2 weak.</p> <p>OFF GUARD— Draw set, BASE #1. FAN vs. 33/51/2 on 2 weak. LARRY/ROBERT weak vs. 42s. COG/PINCH.</p> <p>CENTER — Draw set, BASE #0. LARRY/ROBERT weak vs. 42s Cog/Pinch vs. offset nose. Possible WIPE. Alert 4 man.</p> <p>ON GUARD — Draw set, BASE #1. Possible WIPE. Z</p> <p>ON TACKLE— Draw set, BASE #2. Alert TOE. Z</p> <p>TE — Draw set, BASE #3. Alert TOE.</p>	



<p>34</p>	<p><u>12/13 TRAP</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BR</p>
<p>OVER</p>	<p>42</p>	<p>EVEN WK</p>
<p><u>12/13 TRAP</u></p> <p>OVER ST</p> <p>BEAR EAGLE</p>	<p><u>12/13 TRAP</u></p> <p><b>ON TACKLE</b> -Odd-REACH #2 block C Gap,DE,or Mike. Alert into Over TUB Influence. Even-YOU-Club Mike. ME- Sift #2.</p> <p><b>ON GUARD</b> -Odd-CART (34/Over). BACK (Under/Bear). Even-YOU-Influence, Block #2. Alert into Over, Tub Influence. ME-Thru to Mike.</p> <p><b>CENTER</b> -Odd-CART (34/Over) BACK (Under/Bear). Even-block #1 weak.</p> <p><b>OFF GUARD</b>- Pull Trap 1st man callside.</p> <p><b>OFFTACKLE</b>-BASE #2 Wk. Odd-SIFT. Even-thru to 1st LBer inside TE</p> <p>-BASE #2 (S). Alert YOU Call vs Reductions.</p>	

PAGE 1

60/70 COUNTER



60/70 COUNTER

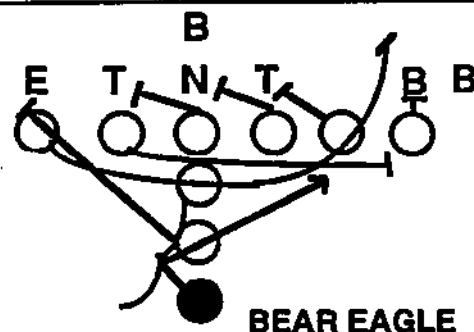
**TIGHT END**

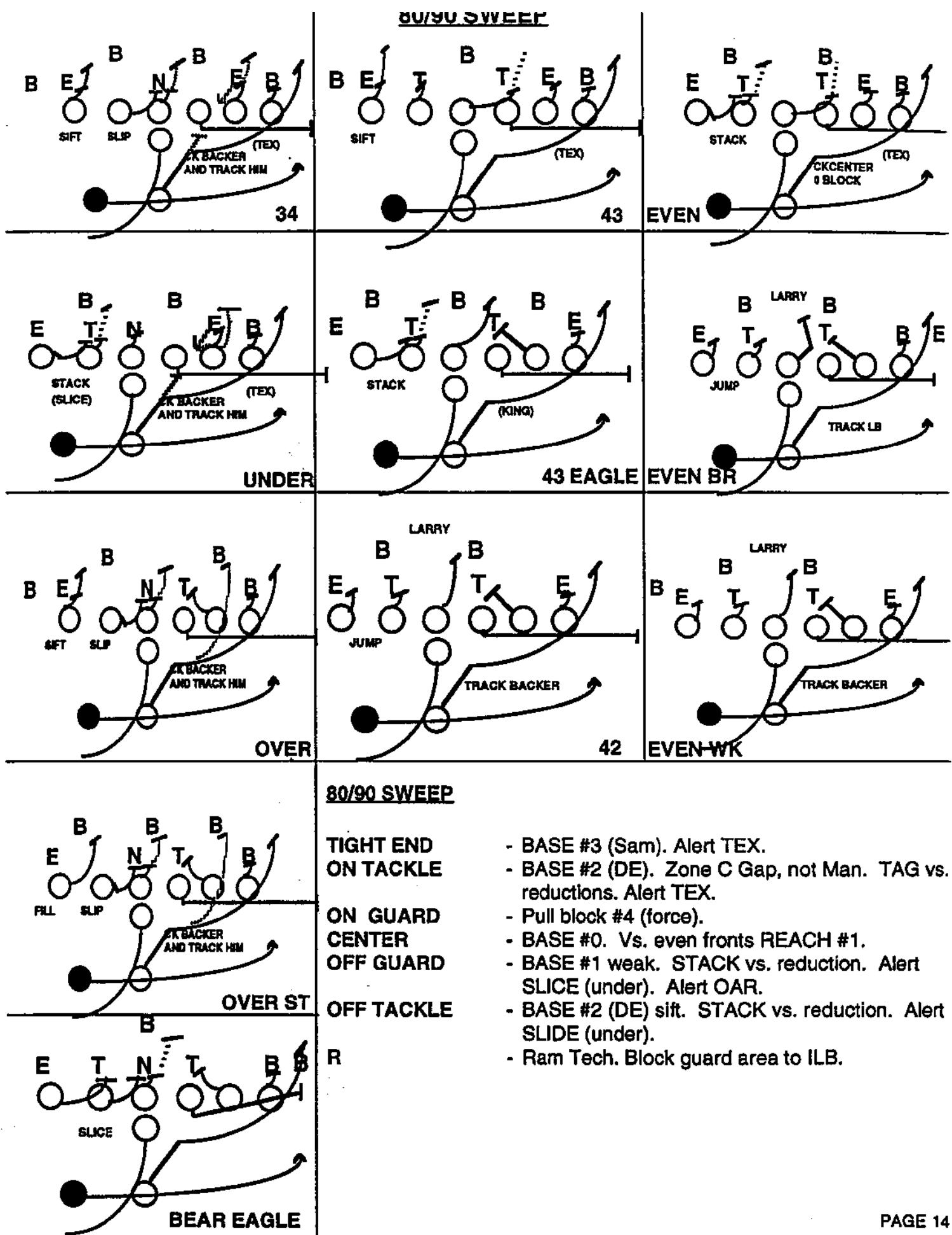
**ON TACKLE**

**ON GUARD  
CENTER**

**OFF GUARD  
OFF TACKLE**

- GAP. Alert POWER vs. all fronts tackle covered Vs. BEAR EAGLE BASE #3. Poss. turn out #4.
- GAP. Alert POWER vs. all fronts tackle covered Alert Over.
- GAP. Block nose vs. odd fronts. Alert Over
- GAP. Stab nose. Block #1 weak on LOS. Alert Over.
- Pull, onside block first man outside Y's block.
- Pull, onside. Read guard's block. Alert MIKE/MDM

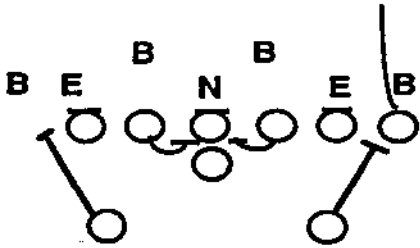
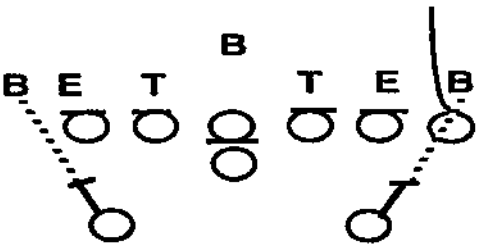
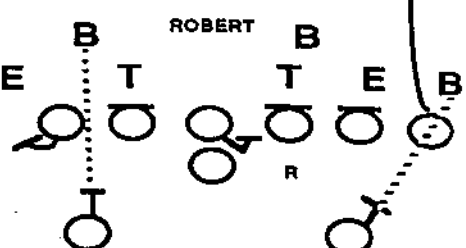
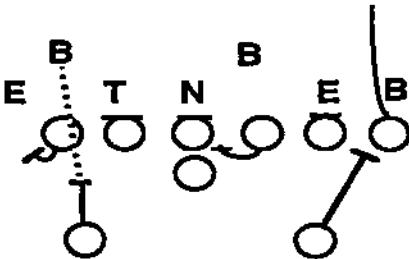
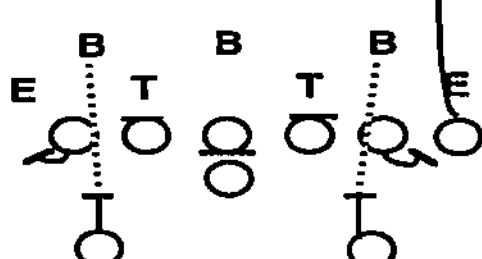
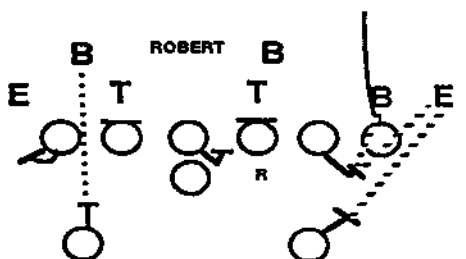
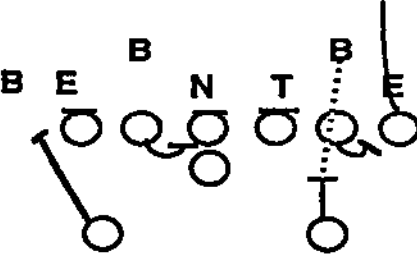
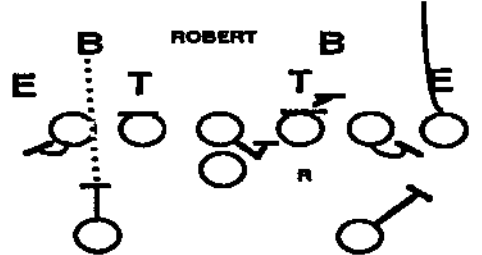
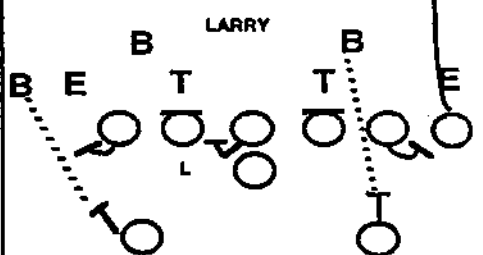
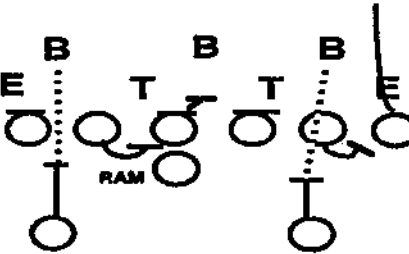
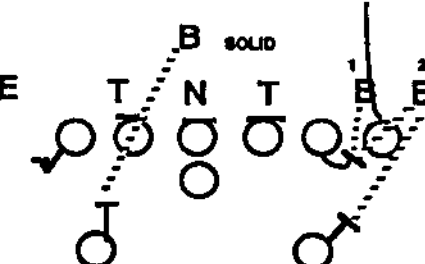




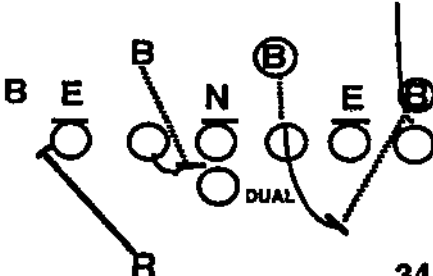
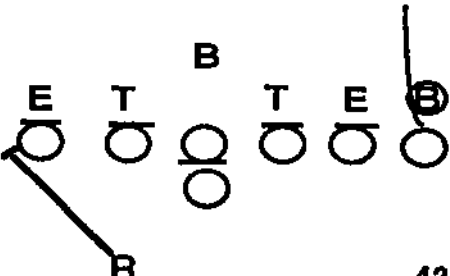
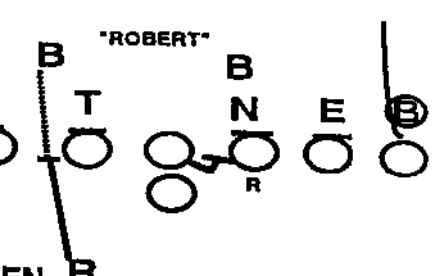
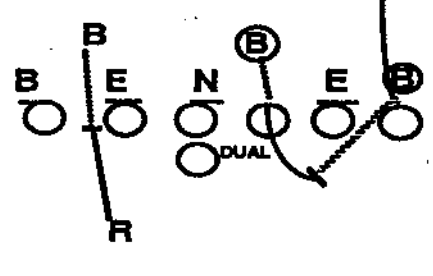
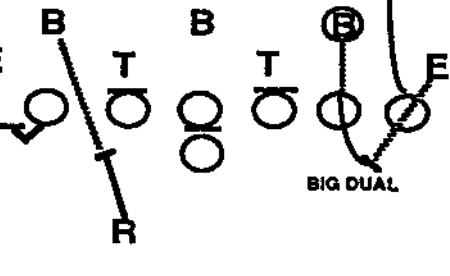
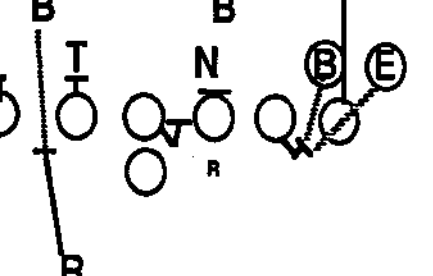
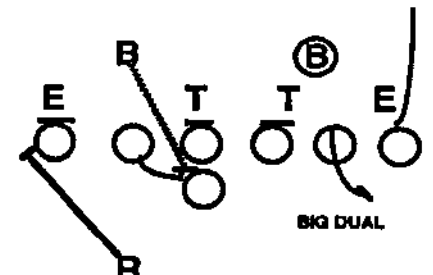
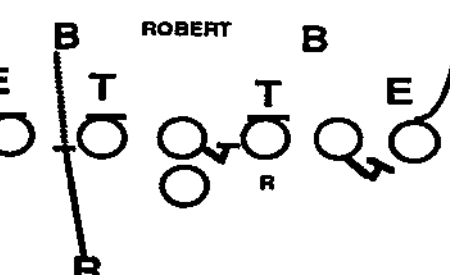
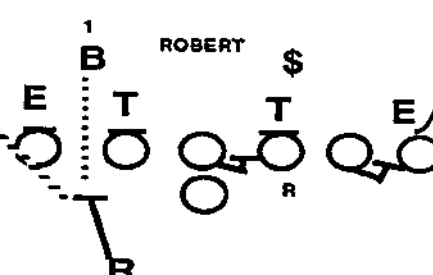
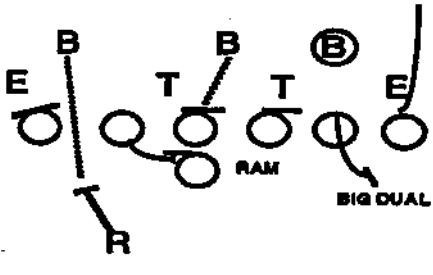
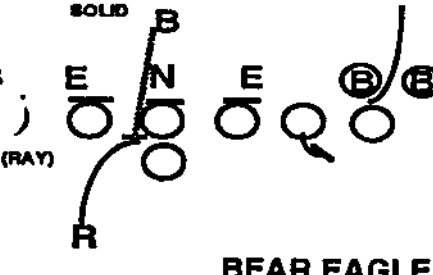
## PROTECTIONS

1. BASE	1
2. HI/LO	2
3. SCAT	3
4. JET	4
5. SCRAM	5
6. FLASH-LIGHTNING	6
7. OPTION	7
8. PASS HB	8
9. RUN PASS	9
10. FAKE TRAP	10
11. SPEED	11
12. SPRINT	12
13. WAGGLE	13
14. RIP/LIZ	14

PROTECTION	#	TYPE	ACTION	HOT	B.O.	REDIR. CENTER	WEAKNESS
BASE	7	Man	Drop Back Split Flow	none	#8 str/wk	4 man side Call side	Inside "A" gap Dog's Miss match with RB on outside rush
HI-LOW	7	Man	Drop Back WK Flow	none	#8 str/wk	4 man side Call side	Weak inside "A" gap Dog's Miss match with RB on outside rush
SCAT	6	Man	Drop Back Split Flow	#3/4 Strong	#8 str/wk	call side R/L 4 man wk	Strong side Dogs
JET	6	Turn Back	Drop Back Strong Flow	#3/4 Strong	wk #4	Opposite into reduction	Strong side Dogs Wk 4 man rush
SCRAM	7	Man	Drop Back Wk Flow	#3/4 Weak	none	Center always weak	Weak side dog
FLASH LIGHTNING	8	Man	Drop Back Wk Flow	none	none	Center always weak	Receivers ck way out
OPTION	7	Turn Back	Play Action	none	wk #4	none	Wk 4 man rush # Receivers out
PASS H.B.	7	Turn Back	Play Action	none	wk #4	none	Wk 4 man rush
RUN PASS COUNTER	7	Man	Play Action	none	wk #4	none	Wk 4 # Receivers out
FAKE TRAP	7	Man	Play Action	none	Str. \$	none	Inside pressure Hard wk side rusher
SPEED	7	Turn Back	Action Pass	none	Str. \$	none	Limits field
SPRINT	7	Turn Back	Action Pass	none	WK SAF.	none	Hard to break contain
WAGGLE	6	Turn Back	Action Pass	none	Str. \$	none	Wk side up field rusher
RIP-LIZ	6	Turn Back	Drop Back	none	none	none	Off the edge

 <p>34</p>	<p><b>BASE RI/LI</b></p>  <p>43</p>	<p>ROBERT</p>  <p>EVEN</p>
 <p>UNDER</p>	 <p>43 EAGLE</p>	<p>ROBERT</p>  <p>EVEN BRONCO</p>
 <p>OVER</p>	<p>ROBERT</p>  <p>CK. OUT #4</p> <p>42</p>	<p>LARRY</p>  <p>EVEN WK</p>
 <p>OVER ST</p>  <p>BEAR EAGLE</p>	<p><b>BASE PROTECTION</b></p> <p><b>OFF TACKLE</b> -Base #2 (DE). Block Solid vs Reduction. Alert LIZ/RIP vs Bear Eagle. Possible FAN by Game Plan.</p> <p><b>OFF GUARD</b> -Base #1 (M). Block solid vs. Reduction (Poss SQUEEZE/PINCH). Alert Left/Right Call. Alert LIZ/RIP vs Bear Eagle. Possible FAN by Game Plan.</p> <p><b>CENTER</b> -Base #0 (NOSE). PINCH. Alert Left/Right Call. Ale LIZ/RIP vs Bear. Priority 4 man side to call side.</p> <p><b>ON GUARD</b> -Base #1 (M). Block SOLID vs. Reduction (Poss. SQUEEZE). PINCH. Alert Left/Right Call. Alert LIZ/RIP vs Bear. Possible FAN by Game Plan.</p> <p><b>ON TACKLE</b> -Base #2 (DE). Block SOLID vs. Redution. Alert LI/RIP Bear. Possible FAN by Game Plan.</p> <p><b>ON BACK</b> -Base #3 (OLB). Block ILB vs Reduction (Poss SQUEEZE). Alert Lt./Rt. call to block #4, away block Base. Bear Eagle block Base (Alert RIP/LIZ</p> <p><b>OFF BACK</b> -Base #3 (OLB). Block ILB vs Reduction (Poss SQUEEZE). Alert Lt/Rt Call to block #4, away bloc Base.</p>	

<p>34</p>	<p><u>LO/HI</u></p> <p>43</p>	<p>ROBERT</p> <p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>ROBERT</p> <p>EVEN BRONCO</p>
<p>OVER</p>	<p>LARRY</p> <p>42</p>	<p>LARRY</p> <p>EVEN WK</p>
<p>OVER ST</p> <p>BEAR EAGLE</p>	<p><u>LO/HI PROTECTION</u></p> <p><b>ON TACKLE</b> -Base #2 (DE). Block SOLID vs. Reduction. Alert Left/Right Call. Alert LIZ/RIP vs Bear Eagle. Poss. FAN by Game Plan.</p> <p><b>ON GUARD</b> -Base #1 (M). Block SOLID vs. Reduction (Poss. SQUEEZE). PINCH. Alert Left/Right Call. Alert LIZ/RIP vs Bear Eagle. Poss. FAN by Game Plan.</p> <p><b>CENTER</b> -Base #0 (N). PINCH. Alert Left/Right Call. Alert LIZ/RIP vs Bear Eagle. Priority 4 man side to call side.</p> <p><b>OFF GUARD</b> -Base #2 (DE). Alert 3 WAY (IN Call). Alert Left/Right Call. Alert LIZ/RIP vs Bear Eagle.</p> <p><b>OFFTACKLE</b> -Base #2 (DE). PINCH. Alert 3 WAY (IN Call). Alert Left/Right call. Alert LIZ/RIP (Bear Eagle). FAN vs Bear Eagle or Wide looks.</p> <p><b>TE</b> -Base #3 (SAM). Alert 3 WAY. Alert Left/Right call. Alert LIZ/RIP (Bear Eagle). FAN vs. Bear Eagle or Wide looks.</p> <p><b>BACK</b> -Base #3 to Call. Block ILB vs Reduction. FAN by game block ILB. Bear Eagle block Mike (Alert Bear Eagle).</p> <p>PAGE 2</p>	

 <p>34</p>	<p><u>SCAT RT/LT</u></p>  <p>43</p>	<p>"ROBERT"</p>  <p>EVEN R</p>
 <p>UNDER</p>	 <p>43 EAGLE</p>	<p>"ROBERT"</p>  <p>EVEN BRONCO</p>
 <p>OVER</p>	<p>ROBERT</p>  <p>42</p>	<p>1 ROBERT \$</p>  <p>EVEN WK</p>
 <p>OVER ST</p>  <p>BEAR EAGLE</p>	<p><u>SCAT PROTECTION</u></p> <p><b>OFFTACKLE</b>-Base #2 (DE). Block SOLID vs Reduction. Alert LIZ/ RIP (Bear Eagle). Poss. FAN by Game Plan.</p> <p><b>OFF GUARD</b>-Base #1 (M). Block SOLID vs Reduction (Poss. SQUEEZE). PINCH. Alert Left/Right Call. Alert LIZ/ RIP (Bear Eagle). Poss. FAN by Game Plan.</p> <p><b>CENTER</b> -Base #0 (N). PINCH. Alert Left/Right call. Alert LIZ/ RIP (Bear Eagle). Priority to call side.</p> <p><b>ON GUARD</b> -DUAL vs. 34. Base #1 vs. all others. Block SOLID vs Reduction (Poss IN). PINCH. Alert Left/Right call. Alert LIZ/ RIP (Bear Eagle). Poss. FAN by Game Plan.</p> <p><b>ON TACKLE</b> -Base #2 (DE). Block SOLID vs. Reduction (BIG DUAL)(Poss. IN). Alert Left/Right call. Alert LIZ/RIP (Bear Eagle). Poss. FAN by Game Plan.</p> <p><b>OFF BACK</b> -Base #3 (OLB). Block ILB vs Reduction (Poss. SQUEEZE). Alert R/Lt call to block #4, call away block base. Bear Eagle block Mike (Alert LIZ/RIP).</p>	

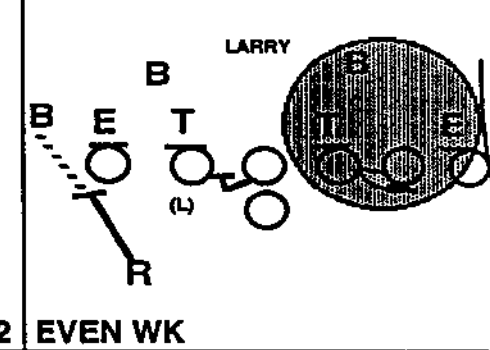
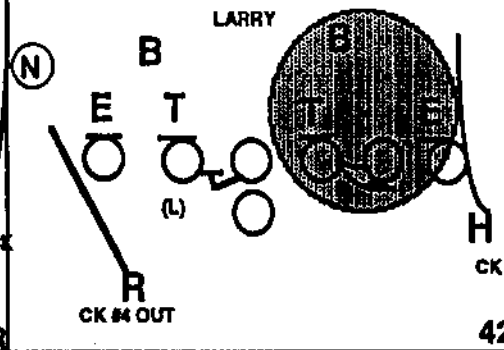
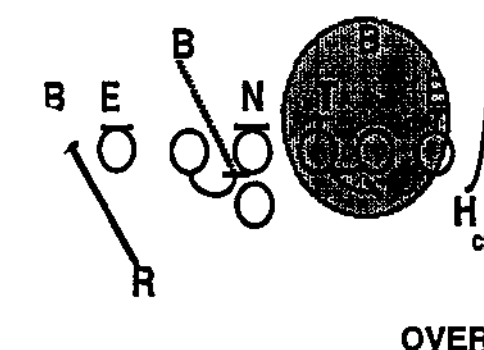
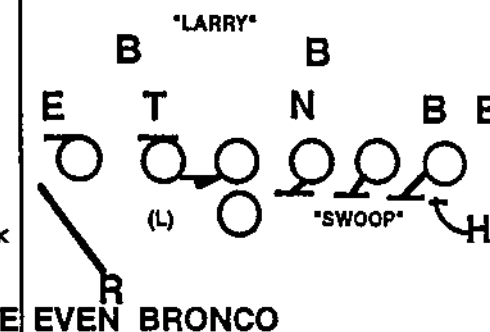
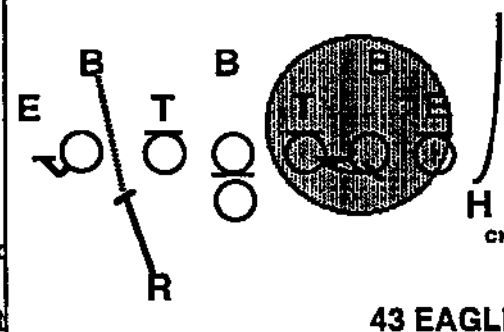
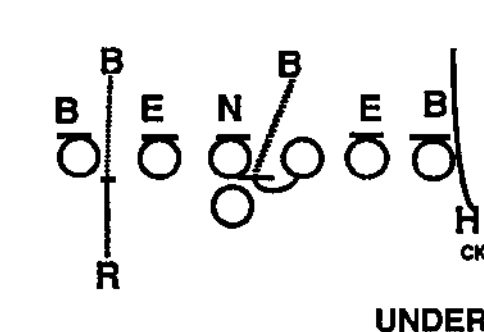
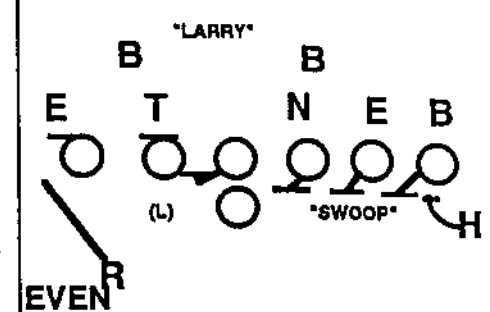
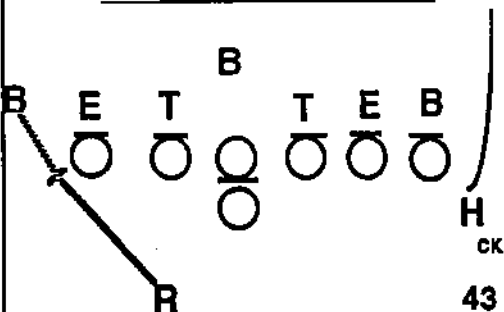
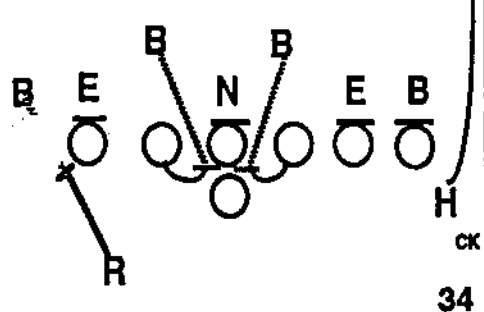


<p><b>LION</b></p> <p>34</p>	<p><b>JET RT/LT</b></p> <p><b>JET RT/LT</b></p> <p>43</p>	<p><b>LARRY</b></p> <p><b>LARRY</b></p> <p>EVEN</p>
<p><b>LION</b></p> <p>UNDER</p>	<p><b>LARRY</b></p> <p><b>LARRY</b></p> <p>43 EAGLE</p>	<p><b>LARRY</b></p> <p><b>LARRY</b></p> <p>EVEN BRONCO</p>
<p><b>SOLID</b></p> <p>OVER</p>	<p><b>LARRY</b></p> <p><b>LARRY</b></p> <p>42</p>	<p><b>OPEN</b></p> <p>EVEN WK</p>
<p><b>PINCH</b></p> <p>OVER ST</p> <p>BEAR EAGLE</p>	<p><b>JET PROTECTION</b></p> <p><b>OFFTACKLE-SLIDE</b> for #3 weak. Alert FAN. Alert OPEN.</p> <p><b>OFF GUARD-SLIDE</b> for #2 weak. Alert FAN. Poss. LION/RAM-L/R-OPEN- weak. Alert Liz/Rip</p> <p><b>CENTER</b> -Slide for #1 weak. LION/RAM-L/R-OPEN. SOLID vs Overs. Alert LIZ/RIP.</p> <p><b>ON GUARD</b> -SLIDE for #0. SOLID vs Reductions. Base M vs. Bear Eagle (LEE/RAY). Alert Liz/Rip.</p> <p><b>ON TACKLE</b> -Base #2 (DE). SOLID vs Reductions. Base M vs. Bear Eagle (LEE/RAY). Alert LIZ/RIP.</p> <p><b>BACK</b> -Block LBers inside to outside. Reduction and 4 weak block on ILB to off ILB. Bear Eagle block man on Y and man outside Y, most dangerous inside-out.</p>	

<p>34</p>	<p><u>SCRAM LT/RT</u></p> <p>43</p>	
<p>UNDER</p>	<p>43 EAGLE</p>	
<p>OVER</p>	<p>42</p>	
<p><u>SCRAM PROTECTION</u></p>		
<p>OVER ST</p>	<p><b>ON TACKLE</b> -Base #2 (DE). Block SOLID vs. Reductions(BIG DUAL).</p> <p><b>ON GUARD</b> -DUAL vs. 34. Base #1 vs. all other fronts. Block SOLID vs Reduction. PINCH. Alert Left/Right call. Poss. FAN by Game Plan.</p> <p><b>CENTER</b> -Base #0 (N). PINCH. Alert Left/Right call. Poss. LION/ RAM if A Gap threat. Swoop vs 4 strong. Priority to call side.</p> <p><b>OFF GUARD</b>-Base #1 (M). PINCH. Alert 3 WAY (IN call). LION/ RAM vs A Gap threat onside. SWOOP vs 4 strong.</p> <p><b>OFFTACKLE</b>-Base #2 (DE). Alert 3 WAY (IN call). Alert SWOOP. Base(LEE/RAY) M vs Bear Eagle.</p> <p><b>TE</b> -Base #3 (S). Alert 3 WAY (IN call). Alert SWOOP. Base M vs. Bear Eagle.</p> <p><b>H (BACK)</b> -Base block #4. Alert SWOOP block #4 (man over Y).</p>	
<p>BEAR EAGLE</p>		

PAGE 5

# LIGHTNING/FLASH



## LIGHTNING/FLASH PROTECTION

**ON TACKLE** -Base #2 (DE). Block SOLID vs. Reduction. Poss. FAN by Game Plan.

**ON GUARD** -Base #1 (M). Block SOLID vs. Reduction. PINCH. alert Left/Right to call. Poss. FAN by Game Plan.

**CENTER** -Base #0 (N). PINCH. Alert Left/Right to call. LION/RAM vs A Gap outside. SWOOP vs 4 strong. Priority to call side.

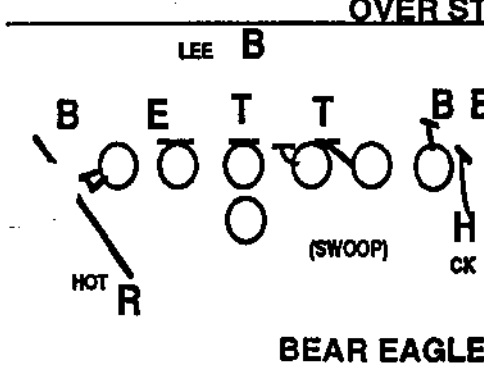
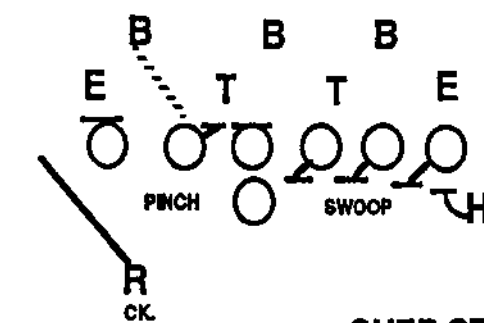
**OFF GUARD** -Base #1 (M). PINCH. Alert 3 WAY (IN call). Alert SWOOP vs. 4 strong. LION/RAM vs A Gap threat outside.

**OFFTACKLE** -Base #2 (DE). Alert 3 WAY (IN call). Alert SWOOP. Base M (LEE/RAY) vs. Bear Eagle.

**TE** -Base #3 (S). Alert 3 WAY (IN call). Alert SWOOP.

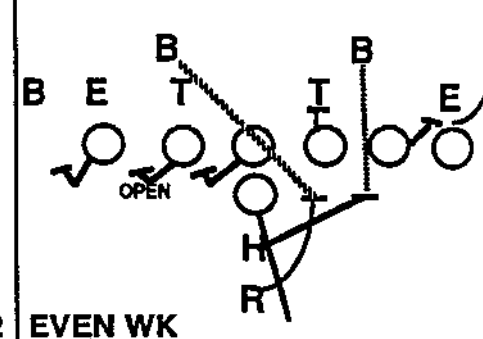
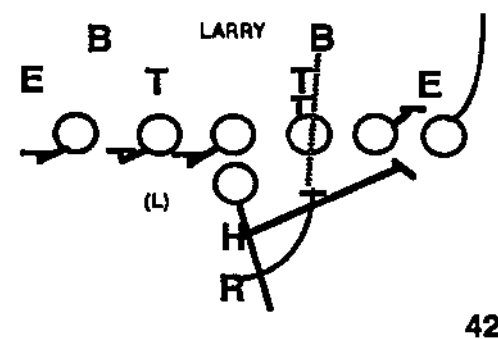
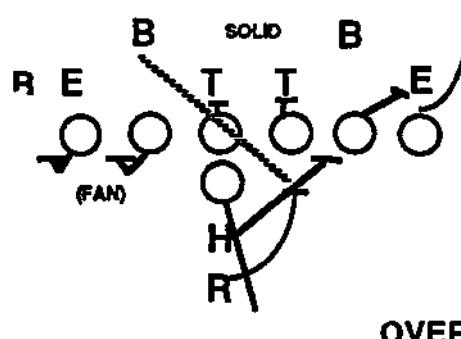
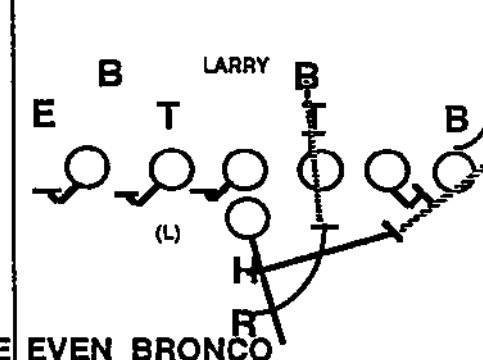
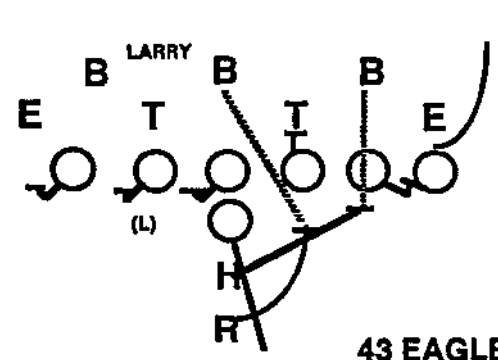
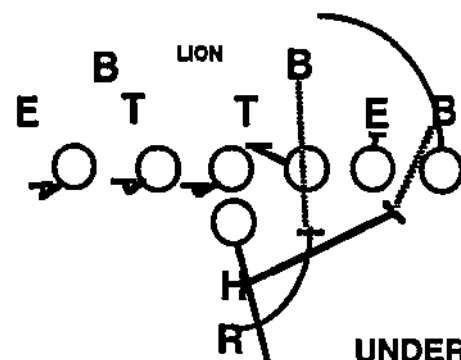
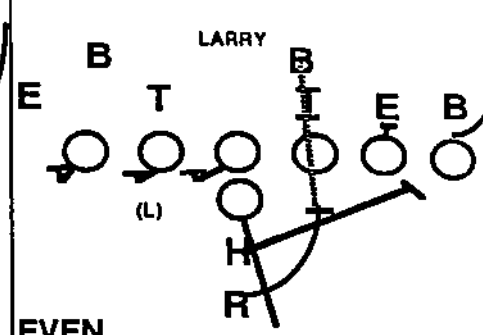
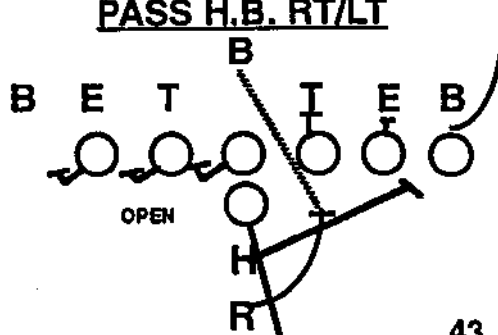
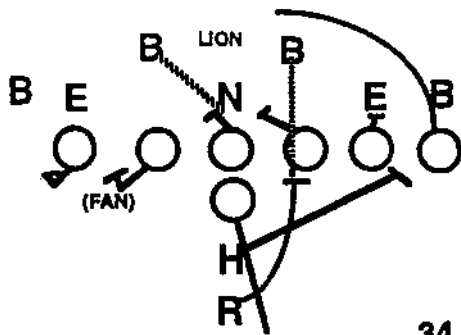
**H (BACK)** -Base block #4. Alert SWOOP block #4 (man over Y).

**ON BACK** -Base block #3. Alert RT/LT call to block #4. Bear Eagle block Base #3 be alert for Mike in Wk. B Gap.

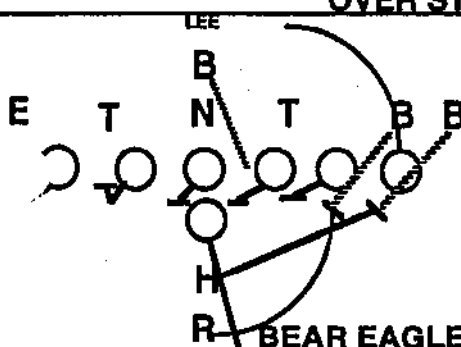
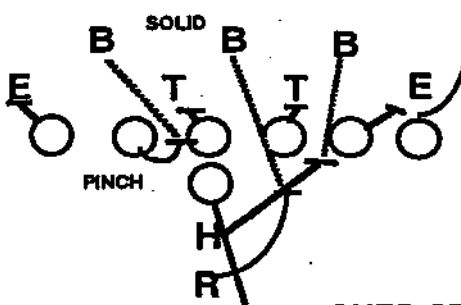


<p>34</p>	<p><u>OPTION RT/LT</u></p> <p>43</p>	<p>EVEN</p>
<p>UNDER</p>	<p>43 EAGLE</p>	<p>EVEN BRONCO</p>
<p>OVER</p>	<p>42</p>	<p>EVEN WK</p>
<p>BEAR EAGLE</p>	<p><u>OPTION PROTECTION</u></p> <p><b>OFF TACKLE-SLIDE</b> for #3 weak. Alert FAN. Alert OPEN. Alert vs 4 weak, sift 3.</p> <p><b>OFF GUARD-SLIDE</b> for #2 weak. Alert FAN Poss LION/RAM-L/R-OPEN weak. Alert vs 4 weak, sift 3.</p> <p><b>CENTER</b> -SLIDE for #1 weak-vs. Reductions-LEE/RAY. Poss. LION/RAM-L/R-OPEN weak. Base M vs Bear Eagle. Base N vs. 56. Alert vs 4 weak, sift 3.</p> <p><b>ON GUARD</b> -SLIDE for #0-vs Reductions-LEE/RAY. Vs. Even and 56-Base DT.</p> <p><b>ON TACKLE</b> -SLIDE vs. all Reductions for #1-LEE/RAY. Vs. Bubble, Base #2 (DE). Base M vs. Bear Eagle. FAN vs. Wide look.</p> <p><b>TE</b> -Base #3 (S). Alert Liz/Rip. FAN vs. Bear Eagle or Wide looks.</p> <p><b>BACK</b> -Block first LB outside in off the ball. Bear Eagle block man over Y.</p>	

# PASS H.B. RT/LT

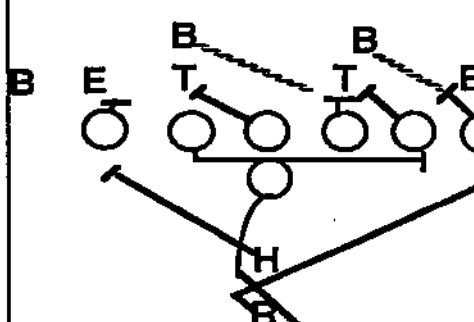
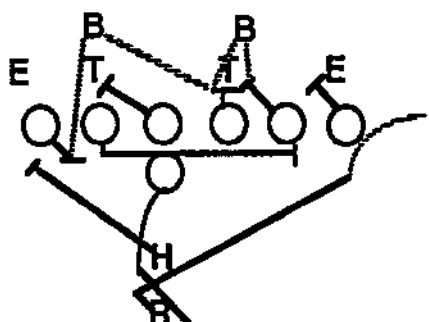
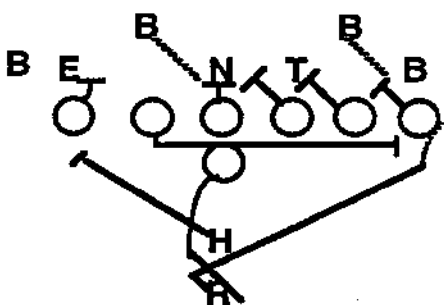
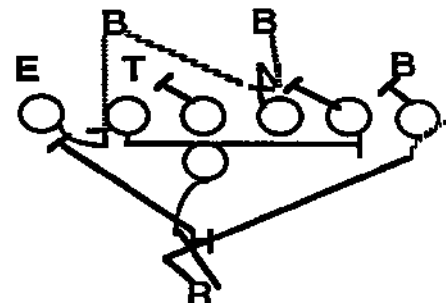
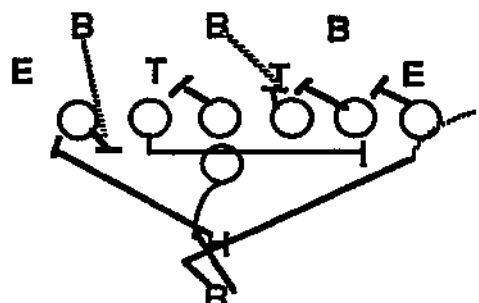
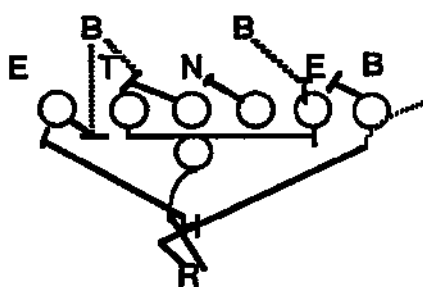
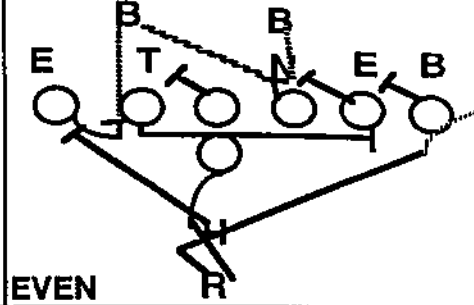
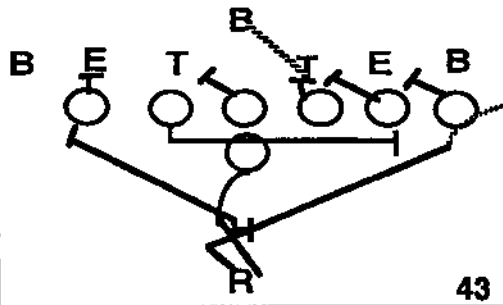
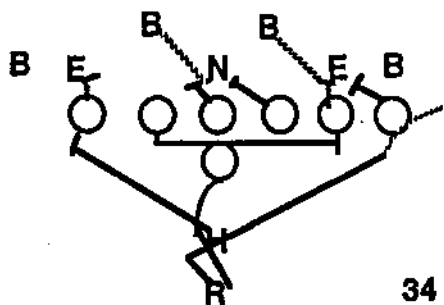


## PASS HB PROTECTION

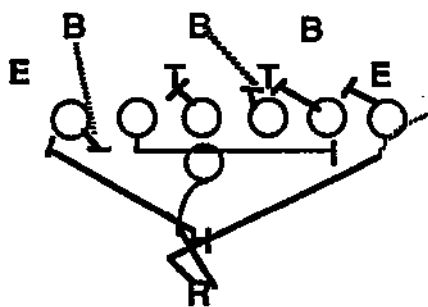


- OFFTACKLE-SLIDE for #3 weak. Alert FAN. Alert OPEN.
- OFF GUARD-SLIDE for #2 weak. Alert FAN. Poss. LION/RAM-L/R-OPEN- weak. Alert Liz/Rip.
- CENTER -Slide for #1 weak. LION/RAM-L/R-OPEN. SOLID vs Overs. Alert LIZ/RIP.
- ON GUARD -SLIDE for #0. SOLID vs Reductions. Base M vs. Bear Eagle (LEE/RAY). Alert Liz/Rip.
- ON TACKLE-Base #2 (DE). SOLID vs Reductions. Base M vs. Bear Eagle (LEE/RAY). Alert LIZ/RIP.
- F/H -Block first LBer outside-in. Bronco or Bear Eagle block man outside Y.
- Block second LBer outside-in. Bear Eagle block man over Y.

## RUN PASS 60 COUNTER



## RP 60 COUNTER PROTECTION



**ON TACKLE** -Gap. POWER vs. Bubble. DOWN vs all fronts Guard Covered.

**ON GUARD** -Gap. Block Nose vs Odd fronts.

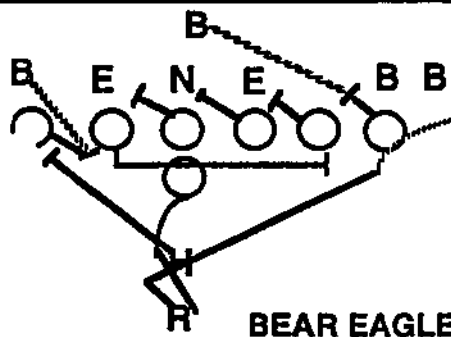
**CENTER** -Gap. Stab Nose. Block #1 Wk. on L.O.S.

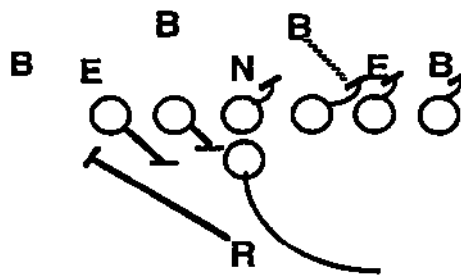
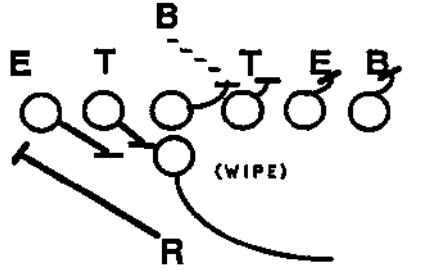
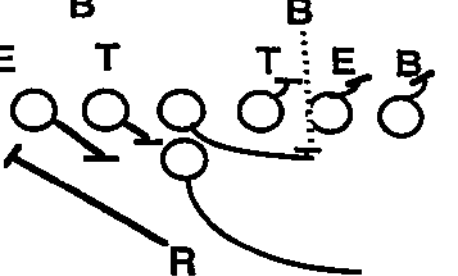
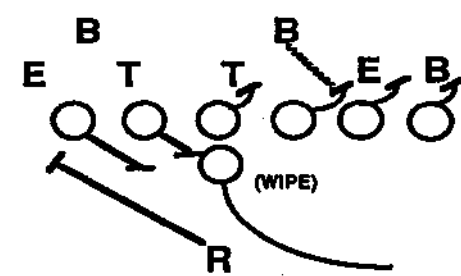
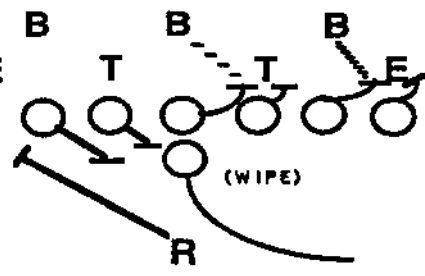
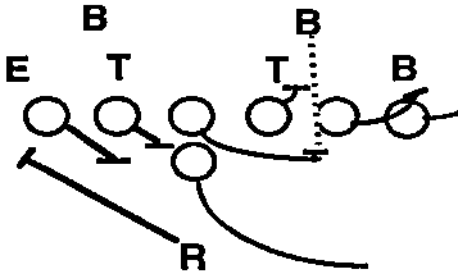
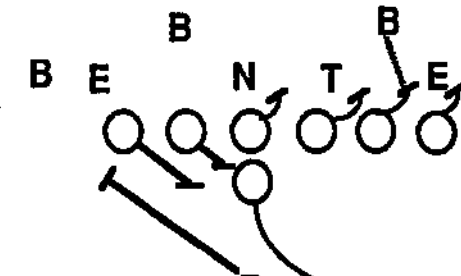
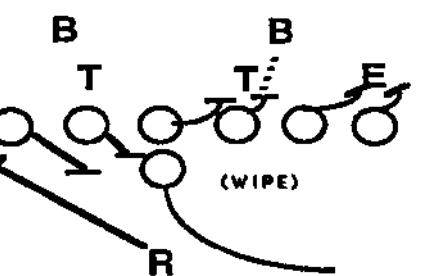
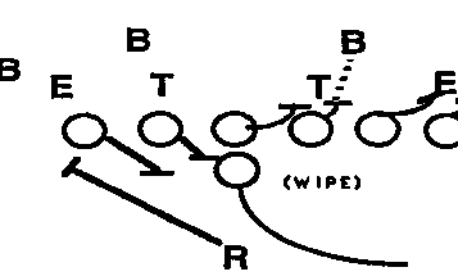
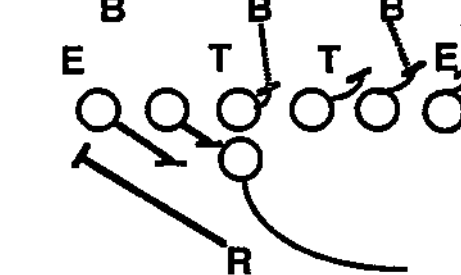
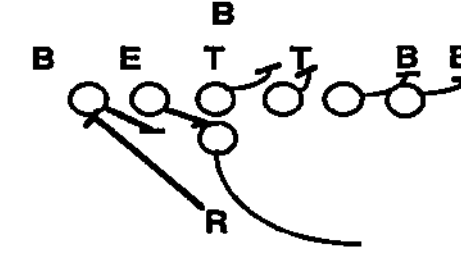
**OFF GUARD** -Pull onside. Block first man past Y's block.

**OFFTACKLE** -FILL, Seal down to DT, Block 1st man past Centers back block.

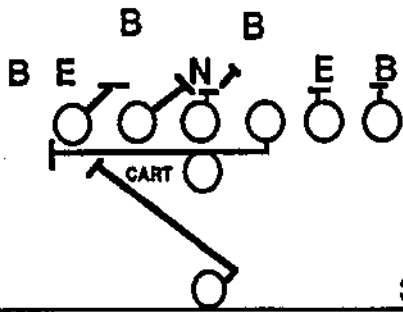
**TE** - Gap. POWER vs. Bubble. DOWN vs all fronts Tackle Covered.

**BACK** -Fake, check first man outside of off guards block.

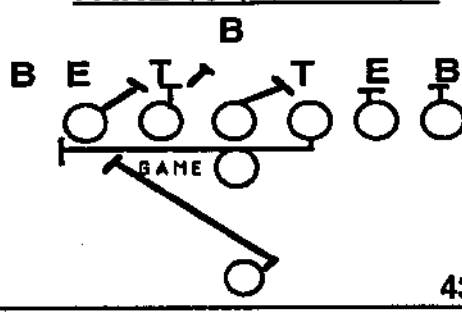


 <p>34</p>	<p><u>SPEED RT/LT</u></p>  <p>43</p>	 <p>EVEN</p>
 <p>UNDER</p>	 <p>43 EAGLE</p>	 <p>EVEN BRONCO</p>
 <p>OVER</p>	 <p>42</p>	 <p>EVEN WK</p>
 <p>OVER ST</p>  <p>BEAR EAGLE</p>	<p><u>SPEED PROTECTION</u></p> <p>ON TACKLE-REACH #2 (DE). FAN vs Bear Eagle and Wide looks. TEAM vs. Reductions.</p> <p>ON GUARD -REACH #1. Possible WIPE</p> <p>CENTER -REACH #0. Possible WIPE</p> <p>OFF GUARD-REACH #1 Wk. Alert SIFT vs Reductions.</p> <p>OFFTACKLE-REACH #2 Wk. Alert SIFT vs. Reductions</p> <p>TE -REACH #3 (S). FAN vs Bear Eagle and Wide looks. TEAM vs Reductions.</p> <p>R -Block first man on or outside of end man on LOS (T/TE), away from the call.</p>	

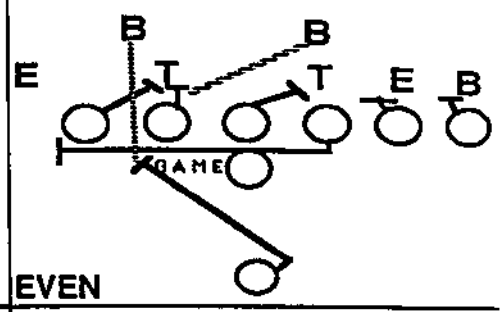
## FAKE 15 TRAP PASS



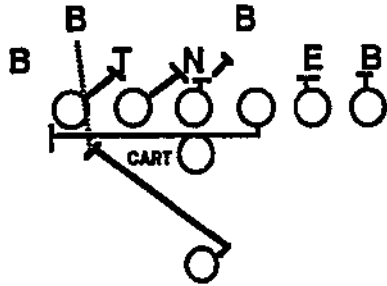
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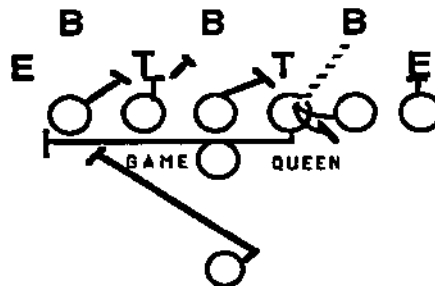
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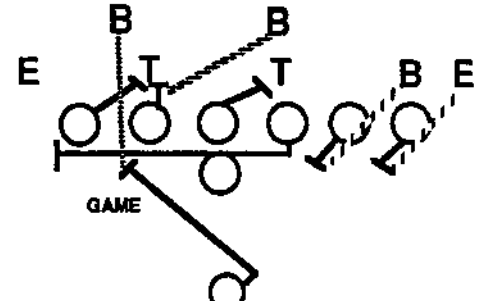
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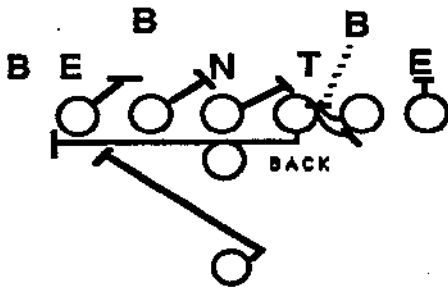
UNDER



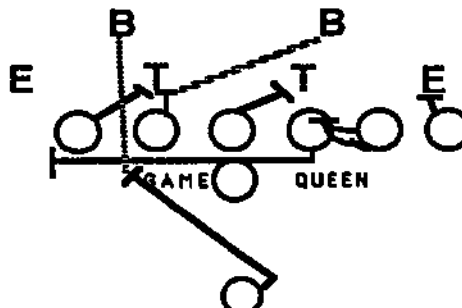
43 EAGLE



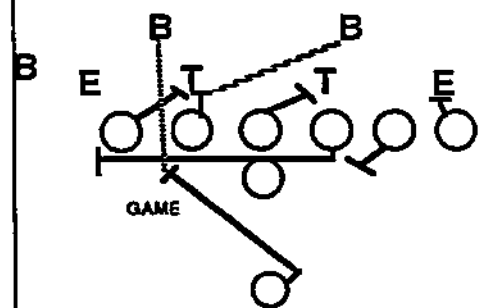
EVEN BRONCO



OVER

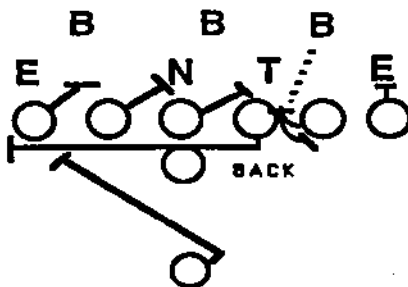


42



EVEN WK

## FAKE TRAP PASS PROTECTION



**ON TACKLE** -Gap (#1). Odd-Block first LB Inside (M). Vs. Reductions and Even Fronts, Game (T/M Pickup).

**ON GUARD** -Gap (#0-Nose). Vs. Reductions or Even Fronts, Game (T/M Pickup).

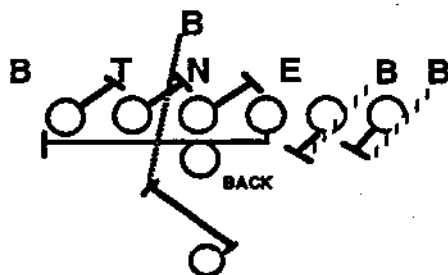
**CENTER** -Block #1 Weak. Vs Odd-CART (N/M Pickup). Vs. Weak Reduction/Bear-Block #0 (Nose). Vs. Strong Reduction/Bear-Poss. QUEEN Pass Technique.

**OFF GUARD**-Pull Outside Block first man past Tackle Block (DE)

**OFFTACKLE**-Base #2 (DE). Alert Poss. QUEEN Pass Technique vs. Reductions, Bear.

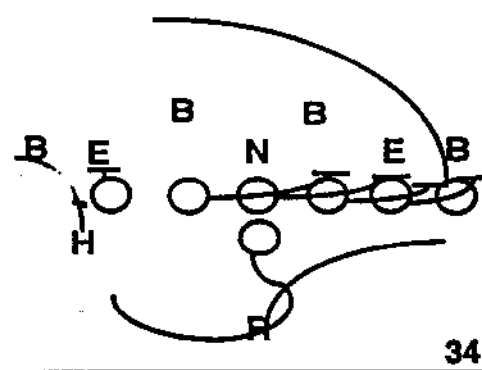
**TE** -Block #3 (S). Alert Sift Gap.

**R** -Fake, block first man off tackle to outside the trapping guard.

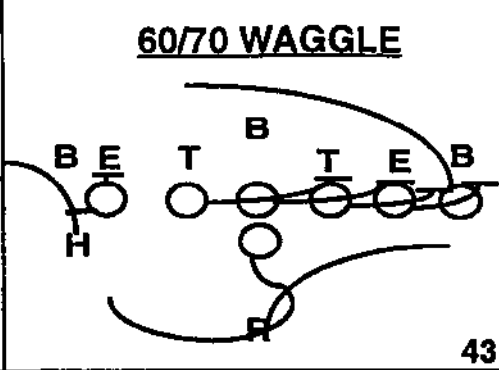


BEAR EAGLE

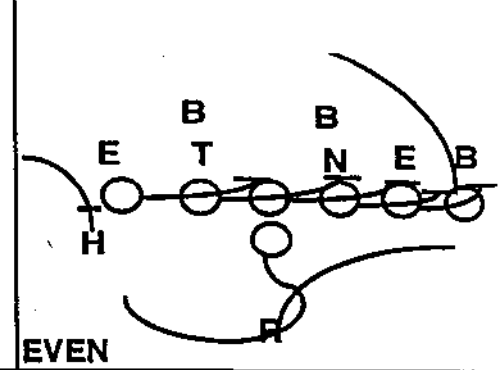




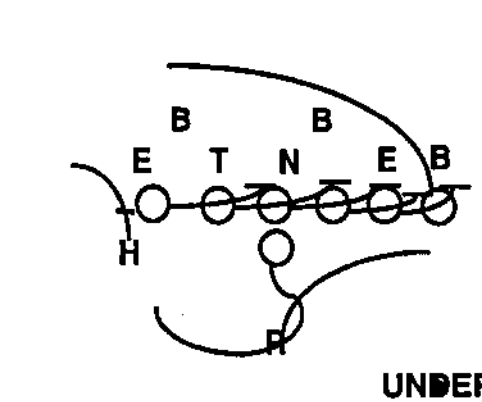
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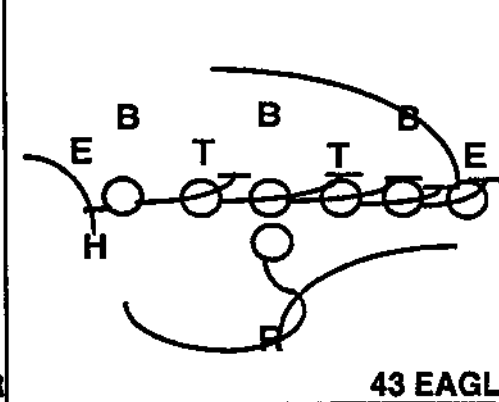
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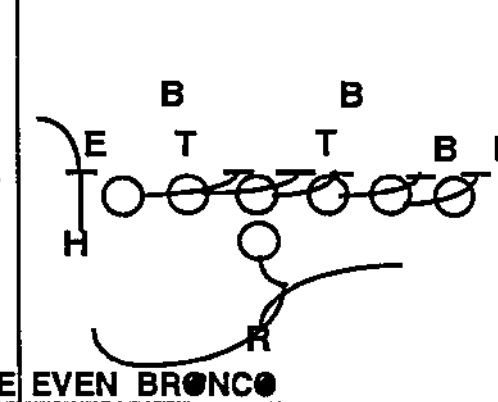
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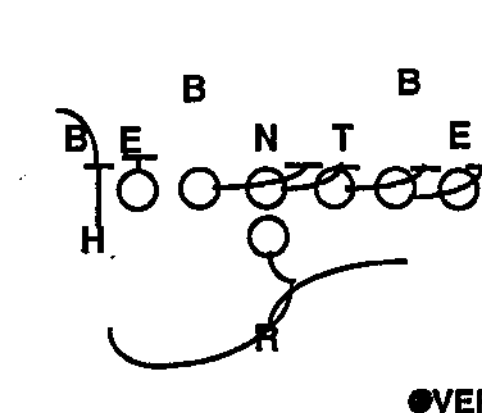
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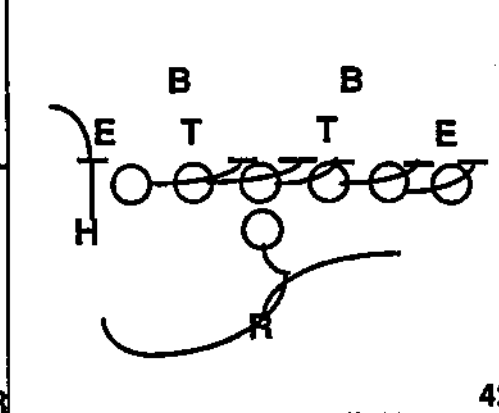
43 EAGLE



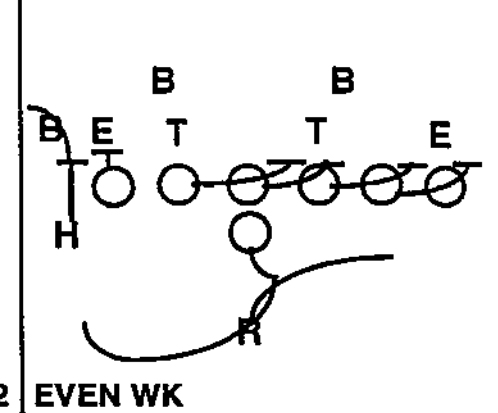
43 EVEN BRONCO



42 OVER

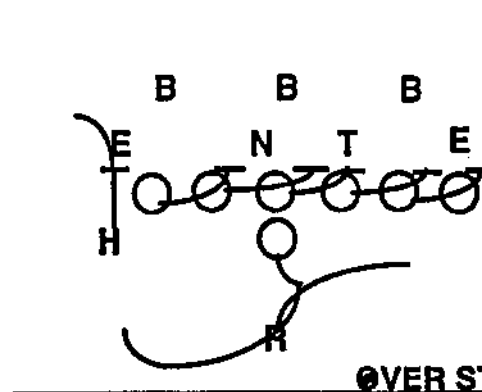


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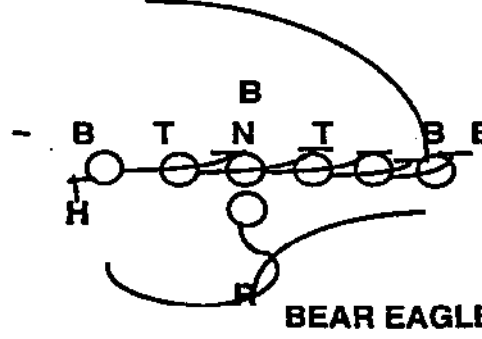
42 EVEN WK

**WAGGLE PROTECTION**

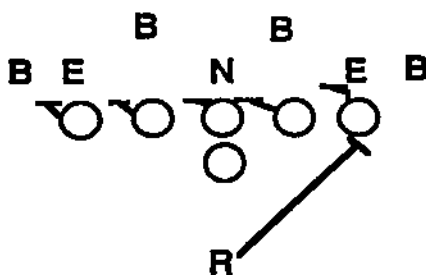
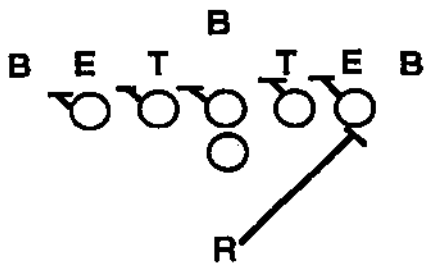
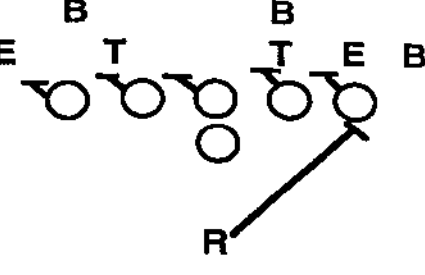
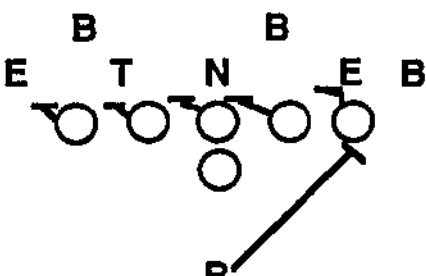
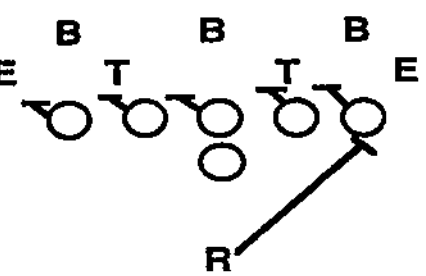
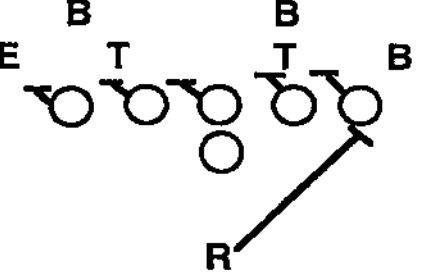
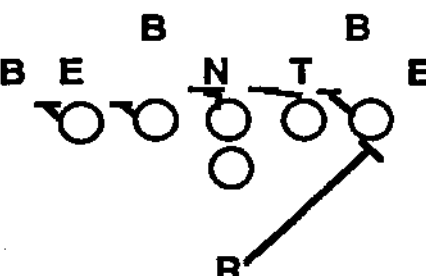
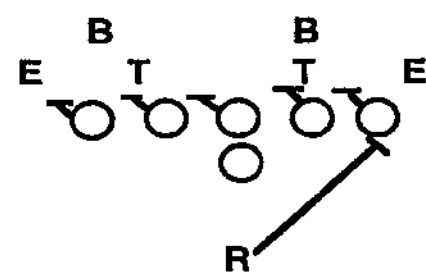
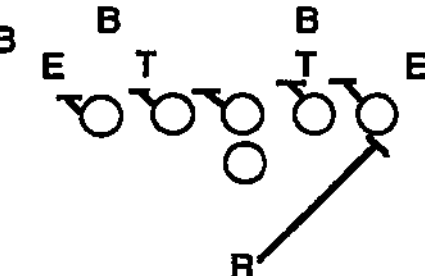
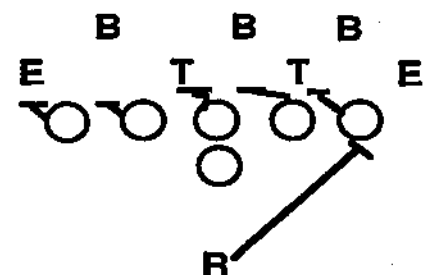
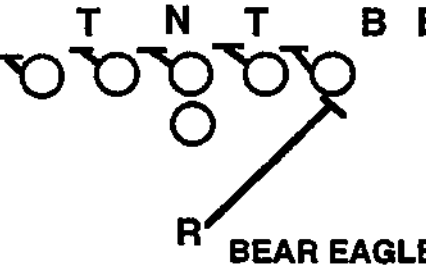


42 OVER ST

- ON TACKLE** -Block Run Action Flat to man outside of you. (Alert end man on L.O.S.)
- ON GUARD** -Block Run Action Flat to man outside of you. (Alert Tackle Area).
- CENTER** -Block Run Action flat to man onside. (Alert Guard area).
- OFF GUARD** -Block Run Action flat to man onside. (Alert Center area).
- OFFTACKLE** -Block Run Action flat to man onside. (Guard Area). Alert 2 men on, outside-block man on.
- H/Y** -FRAP
- R** -Fake, block first man outside of tackles reach.

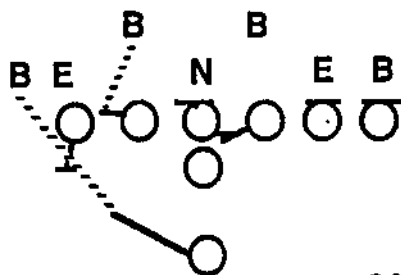


BEAR EAGLE

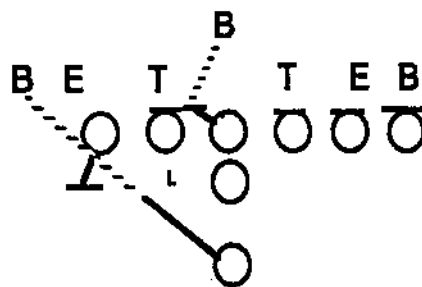
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 <p>UNDER</p>	<div data-bbox="539 382 1050 791">  <p>43 EAGLE</p> </div> <div data-bbox="1050 382 1547 791">  <p>EVEN BRONCO</p> </div>													
 <p>OVER</p>	<div data-bbox="539 791 1050 1211">  <p>42</p> </div> <div data-bbox="1050 791 1547 1211">  <p>EVEN WK</p> </div>													
<div data-bbox="51 1211 539 1612">  <p>OVER ST</p> </div> <div data-bbox="51 1612 539 1955">  <p>BEAR EAGLE</p> </div>	<p><u>RIP/LIZ PROTECTION</u></p> <table> <tr> <td>ON TACKLE</td> <td>-LEE/RAY, Onside B Gap.</td> </tr> <tr> <td>ON GUARD</td> <td>-Onside A Gap.</td> </tr> <tr> <td>CENTER</td> <td>-Offside A Gap.</td> </tr> <tr> <td>OFF GUARD</td> <td>-Offside B Gap.</td> </tr> <tr> <td>OFF TACKLE</td> <td>-Offside C Gap.</td> </tr> <tr> <td>R</td> <td>-Block first man on or outside of tackle.</td> </tr> </table>		ON TACKLE	-LEE/RAY, Onside B Gap.	ON GUARD	-Onside A Gap.	CENTER	-Offside A Gap.	OFF GUARD	-Offside B Gap.	OFF TACKLE	-Offside C Gap.	R	-Block first man on or outside of tackle.
ON TACKLE	-LEE/RAY, Onside B Gap.													
ON GUARD	-Onside A Gap.													
CENTER	-Offside A Gap.													
OFF GUARD	-Offside B Gap.													
OFF TACKLE	-Offside C Gap.													
R	-Block first man on or outside of tackle.													

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# SHORT SCREEN

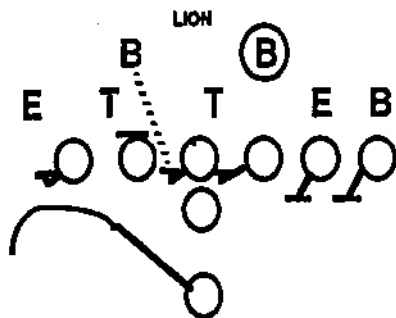
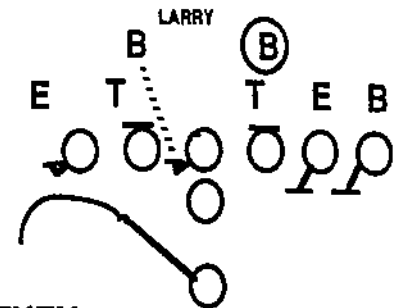


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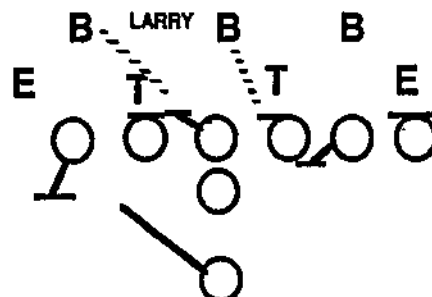


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EVEN

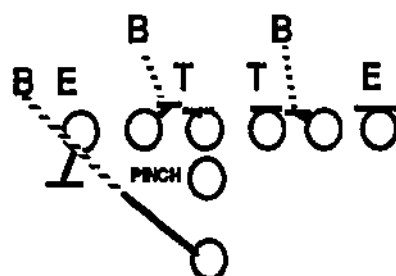
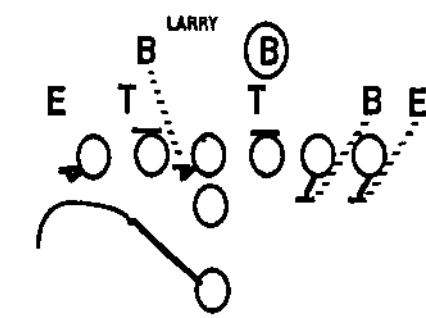


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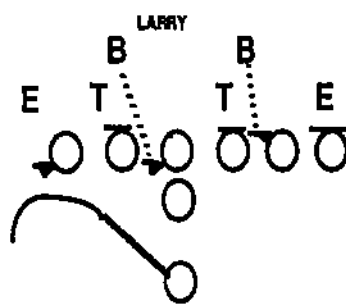


43 EAGLE

EVEN BRONCO

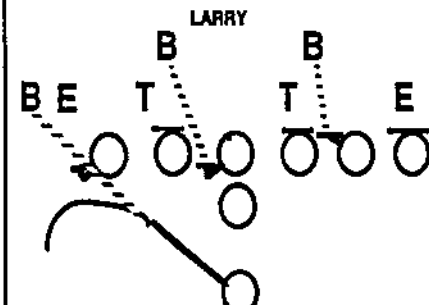


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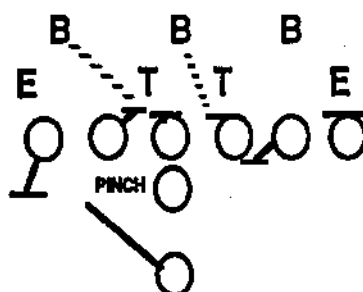


42

EVEN WK



## SHORT SCREEN



ON TACKLE  
ON GUARD

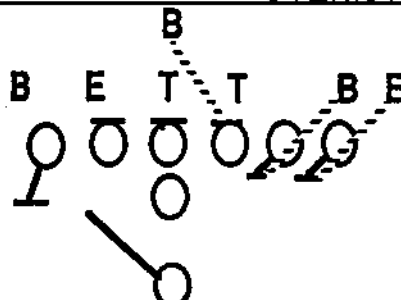
CENTER

OFF GUARD

OFF TACKLE  
TE

- Set Deep. Man on, outside
- Base #1. Alert Left/Right call. Alert to block Mike.
- Base #0. Alert Left/Right call. Seal backside. Alert to replace On Guard.
- Base #1. Alert Left/Right call. Seal backside. Alert to replace On Guard and Center.
- Base #2. Seal backside. Alert 3 way call by TE.
- Base #3. Seal backside. Alert release for first inside defender.

OVER ST



BEAR EAGLE

## **BASIC PASS INFORMATION**

1. PASS MECHANICS	1
2. RECEIVERS SPLIT RULES	2
5. OUTSIDE ROUTES	3-4
6. INSIDE ROUTES	5
7. SLOT ROUTES	6
8. BACK ROUTES	7
9. BREAK OFF AND HOT RULES	8
10. BASIC AND BLITZ AUDIBLES	9

# PASS MECHANICS

## Pass System:

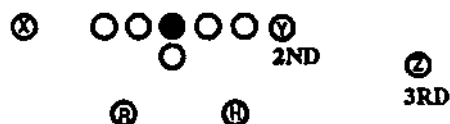
Protection: Scat  
 Receivers Route: 585  
 Backs Routes: Double Cross

Receivers Patterns: Individual routes are numbers  
 Pass strength is the (2) two receiver side

## Normal

SPLIT RT

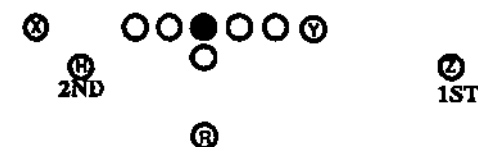
1ST



## Slot

DOUBLE RT

3RD



3 digit route: 585: Single Rec. Side (WSR)= 5 - Inside Str. Rec. (ISR)=8 - Strongside Rec.(SSR) = 5  
 2 digit route: 65: ISR=6 SSR = 5 WSR = Memorize  
 1 digit route: 5: WSR=5 ISR= Inside 8 SSR=Memorize

4 digit route: receivers assume numbers by formation  
 Named route: receivers memorize patter by name

Backs Routes: Individual routes named by the Back.

Single route: R Dodge: Onside back = Dodge Offside back= memorize  
 Double route: Cross Sneak: Onside back=Cross Offside back=Sneak

Certain Protections will carry specified Routes:

Base = Both backs block unless called into route  
 Hi/Lo = R back remains in unless called into route  
 Scat = Play side Back is part of the 3 , 2 or combination side called  
 Weak blocks unless otherwise instructed.  
 Jet = Single Back Checks protection then runs a Sit Down.  
 Scram = Single Back Hots to a flat  
 Flash/  
 Lightning= Single Back Checks to a flat

# RECEIVER SPLIT RULES

THE PLAYING FIELD IS DIVIDED BY HASH MARKS AND NUMBERS:

- SHORT SIDE (SS) - The ball is located on the near hash mark.
- WIDE SIDE (WS) - The ball is located on the far hash mark.
- MIDDLE (MI) - The ball is located between the hash marks.

WIDE SPLIT - WR ALIGNS BY THE BALL LOCATION OUTSIDE THE NUMBERS

- The ball SHORT SIDE - WR aligns 1/2 way between numbers-sideline
- The ball WIDE SIDE - WR aligns 2 yards outside the numbers
- The ball MIDDLE - WR aligns 1/2 way between numbers-sideline

NUMBERS SPLIT - WR ALIGNS ON NUMBERS

TIGHT SPLIT - WR ALIGNS BY PATTERN OR FORMATION INSIDE THE NUMBERS

MAXIMUM SPLIT - WR ALIGNS 5 YARDS FROM SIDELINE

TITE - X ALIGNS ADJACENT TO WEAK TACKLE

RECEIVER RELEASES:

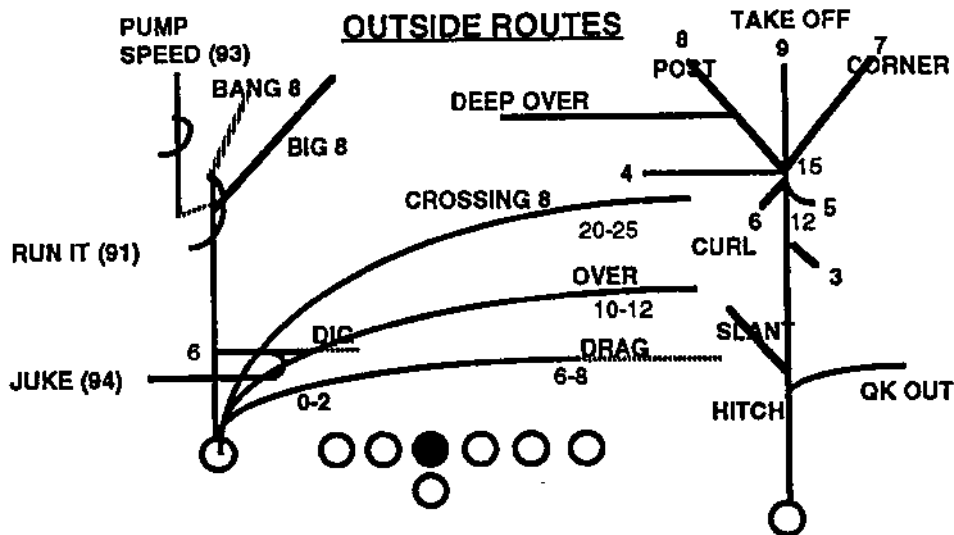
STRAIGHT RELEASE - WR explodes straight off L.O.S.

SEAM RELEASE - WR releases inside alignment by break point

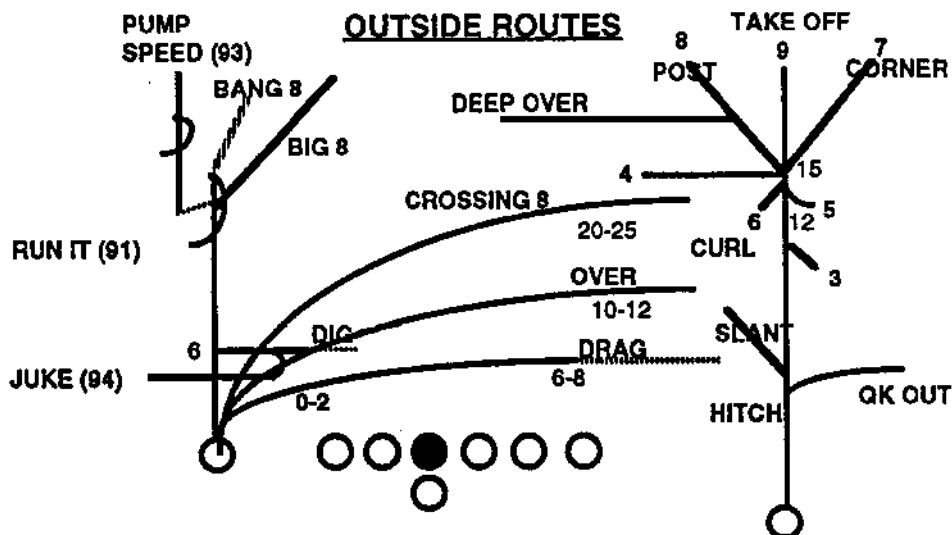
OUTSIDE RELEASE - WR releases outside alignment by break point

FORCED OUTSIDE RELEASE - WR releases outside the outside defender

BEST AVAILABLE RELEASE - WR releases inside or outside

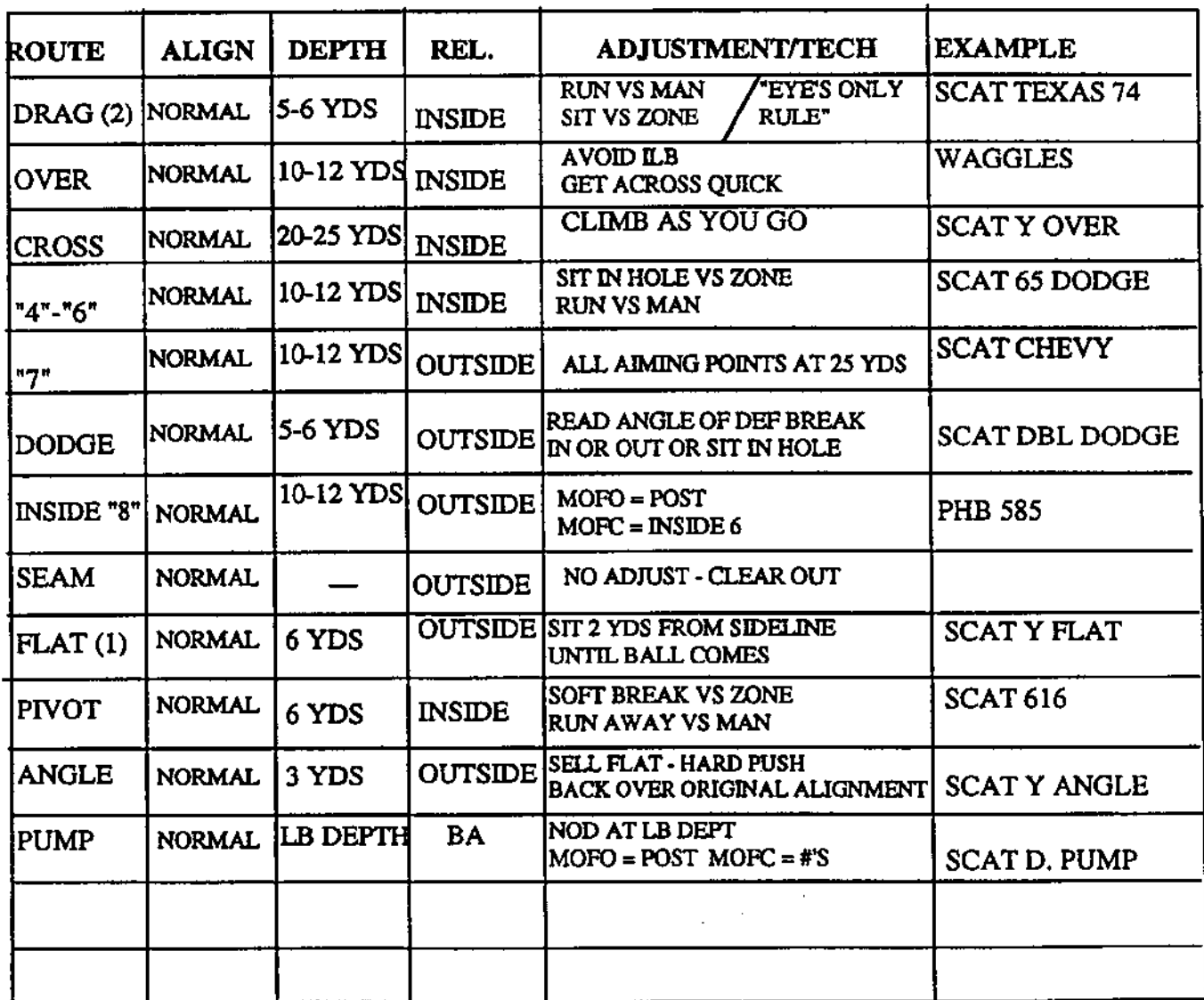


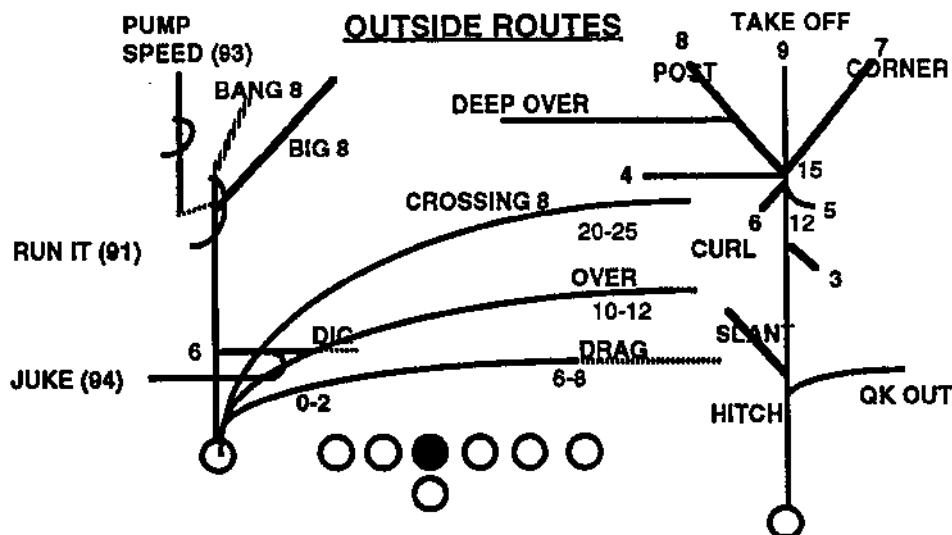
ROUTE	SPLIT	DEPTH	REL.	ADJUSTMENT/TECH	EXAMPLE
HITCH	WIDE	5 YDS	STRAIGHT	FADE VS LEVEL DB NO DRIFT OR PEAK	QK OPTION HOUSTON
SLANT	WIDE	5 YDS	STRAIGHT	RUN IT	QK OPTION DETROIT QK SCAT SEATTLE
OUT	REG	7 YDS	STRAIGHT	FADE VS LEVEL DB SELL GO	QK OPTION ORLANDO
(0) DRAG	REG	5-6 YDS	INSIDE	NOD AND RUN VS MAN PREPARE TO S IT VS ZONE	SCAT 088
"3"	REG	12 YDS	OUTSIDE	THROTTLE OR "7" VS LEVEL DB	F/L 3
OUTSIDE 4	REG	14 YDS	STRAIGHT	ROLL VS ZONE SHAKE VS MAN	H/L 495
DEEP OVER	REG	18 YDS	BEST INSIDE	GET BURST UPFIELD ROLL VS ZONE - SHAKE MAN	PHB X DEEP OVER
"5"	WIDE	15 YDS	STRAIGHT	PIVOT BACK DOWN STEM FADE VS LEVEL DB (EXCEPT RUN IT)	PHB 585
DEEP 6	WIDE	14 YDS	BA	HARD DRIVE OFF TO #'S IF SHUT OFF RUN DOWN STEM	PHB 616
REG 6	REG )	12 YDS	BA	NO ADJUSTMENT WORK BACK TO QB	SCAT 616 HI/LO 6 PIVOT
INSIDE 6	REG	12 YDS	BA	SIT VS ZONE RUN AWAY (4) VS MAN	SCAT OKLAHOMA
"7"	REG	12-15 YDS	STRAIGHT	MAN - HINT 4 TO DEEP ANGLE CORNER OUTSIDE - BREAK BACK TO 15	SCAT TEXAS 74
TITE "7"	TITE	12-15 YDS	STRAIGHT- OUTSIDE	2 DEEP - DEEP ANGLE TO 20 YDS	SCAT 87 DODGE SCAT Y FLAT



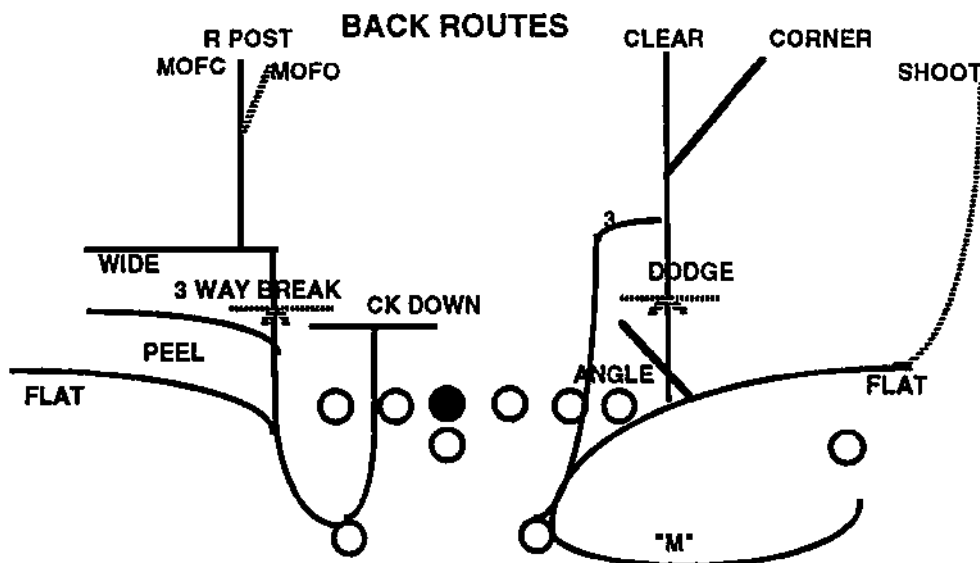
ROUTE	SPLIT	DEPTH	REL.	ADJUSTMENT/TECH	EXAMPLE
BIG 8	REG (8)	DB'S TOES	STRAIGHT	CLIMB AND BREAK ON TOP OF DB STAY OVER TOP OF #2 SAF	SCAT 816
CROSS "8"	TITE (5)	25 YDS	INSIDE	CLIMB AS YOU CROSS FIELD	F/L 088 SCAT 087
BANG "8"	WIDE (12)	12-15 YDS	STRAIGHT	CLIMB DB - SKINNY POST DON'T CROSS HASH	SCAT BANG 88
"9"	REG (8-10)	DB'S TOES	BA	CLIMB DB - KEEP ON INSIDE HIP DON'T FADE - AIM (40-5)	PHB 989
DIG	WIDE (12)	6 YDS	STRAIGHT	PIVOT AND DRIVE TO #'S RUN VS MAN - SIT VS ZONE	F/L DIG
JUKE	WIDE	6 YDS	INSIDE	FAKE DIG - WORK BACK OUT TO SIDELINE	SPEED JUKE (84-94)







ROUTE	SPLIT	DEPTH	REL.	ADJUSTMENT/TECH	EXAMPLE
BIG 8	REG (8)	DB'S TOES	STRAIGHT	CLIMB AND BREAK ON TOP OF DB STAY OVER TOP OF #2 SAF	SCAT 816
CROSS "8"	TITE (5)	25 YDS	INSIDE	CLIMB AS YOU CROSS FIELD	F/L 088 SCAT 087
BANG "8"	WIDE (12)	12-15 YDS	STRAIGHT	CLIMB DB - SKINNY POST DONT CROSS HASH	SCAT BANG 88
"9"	REG (8-10)	DB'S TOES	BA	CLIMB DB - KEEP ON INSIDE HIP DONT FADE - AIM (40-5)	PHB 989
DIG	WIDE (12)	6 YDS	STRAIGHT	PIVOT AND DRIVE TO #'S RUN VS MAN - SIT VS ZONE	F/L DIG
JUKE	WIDE	6 YDS	INSIDE	FAKE DIG - WORK BACK OUT TO SIDELINE	SPEED JUKE (84-94)



ROUTE	ALIGN	DEPTH	REL.	ADJUSTMENT/TECH	EXAMPLE
ANGLE	T	3 YD OUTSIDE TE/ 1 YD ACROSS LOS	FREE/SLIDE	WORK INSIDE; IF UNABLE WORK TO FLAT	SCAT R-ANGLE
CHECK DOWN	Q/T	3-5 YDS OVER BALL	CHECK/SNEAK	VS MAN USE HORIZONTAL MOVEMENT	PHB 2 2 JET
CLEAR	Q/T		CHECK/SLIDE	N/A	
CORNER	T	8-10 YDS.	FREE/SLIDE	1) CATCH MADE 20 YDS ON SIDELINE 2) ALERT TO QB ADJUSTMENT ON ROUTE	SCRAM R DIG
DODGE	T	5-6 YDS	FREE/SLIDE	MAN BREAK IN OR OUT; ZONE SIT AWAY FROM PRESSURE	SCRAM 5
FLAT	Q/T	5-6 YDS	CHECK/SLIDE	STOP 3 YDS FROM SIDELINE	H/L DIVIDE R FLAT
LUCKY	Q/T	4-5 YDS	FREE/SNEAK CHECK/SNEAK	1) CROSS FORMATION TO LEFT; 2) ZONE SET T/TE AREA; 3) MAN CROSS FORMATION WORK FLAT	SCAT 316 LUCKY
M	Q/T	1 YD BEHIND LOS	FREE/SLIDE; CHECK/SLIDE	FREE SLIDE BE READY FOR HOT	H/L 6 PIVOT M
PEEL	T	5-6 YDS	CHECK/SLIDE	MAN BREAK OUT	
PRESSURE 3	T	10-12 YDS	FREE	1) ZONE SLIDE OUTSIDE; 2) MAN BREAK OUTSIDE; 3) HOT LOOK AT LOS FOR BALL	SCAT Y ANGLE
RICKY	Q/T	4-5 YDS	FREE/SNEAK; CHECK/SNEAK	1) CROSS FORMATION TO LEFT; 2) ZONE SET T/TE AREA; 3) MAN CROSS FORMATION WORK FLAT	PHB 348 RICKY
R-POST	T	10-12 YDS	FREE/SLIDE	1) STAY INSIDE EDGE OF NUMBERS; 2) MOFO WORK MIDDLE OF FIELD	
SHOOT	T	5-6 YDS	FREE/SLIDE	1) RUN FLAT; 2) AT MIDPOINT OF NUMBERS AND SIDELINE TURN UPFIELD	
WIDE	T	5-6 YDS	CHECK/SLIDE	BREAK OUT AT 5-6 YDS 90 DEGREES	

BASIC PASS  
PAGE 7

# BREAK OFFS AND HOT RULES

## BREAK OFFS (B.O.)

- 1) A Break Off is a Basic Sight Adjust (BSA) used by a wide or slot receiver and the QB to handle an unaccounted for **Blitzer** (usually #4 wk).
- 2) B.O. are determined by the Quarterback and alerted to the WR by a "Bandit" or "Fist" Call.
  - A) A "**Bandit**" call is used to handle a normal "outside" extra defender Strong or Weak. The B.O. will be a Slant unless otherwise determined by the game plan.
  - B) A "**Fist**" call is used to identify an "inside" extra defender. This too will be a Slant unless otherwise determined by the game plan.
- 3) If a B.O. is needed in a slot formation the two receivers will use a **Detroit** combination with the outside receiver running a Slant and the inside receiver running a flat.

## HOTS

- 1) "Hots" are used to adjust to a rush defender who would otherwise be handled by a 7 man protection scheme.
- 2) Each protection and/or route may carry with it a special "Hot".
- 3) Any route that has a "**built in flat**" will always be part of the "Hot" system.

<u>PROTECTION</u>	<u>HOTS</u>	<u>BREAK OFFS</u>
BASE	NONE	YES
HI/LO	NONE	YES
SCAT	STR-H/Y	WEAK
JET	STRONG	WEAK
SCRAM	WEAK R/H	STRONG
FLASH/LIGHT	NONE	NONE
OPTION	NONE	WEAK
PHB	NONE	WEAK
SPEED	NONE	PLAYSIDE #2
RIP/LIZ	NONE	NONE

# BASE PASS /BLITZ AUDIBLES

## BASE PASS AUDIBLES

- 1) There are certain passes that are so basic to what we do that we must be capable of going to them at any time.

SCAT 44/55	=	DBL DODGE
SCAT DBL	=	DBL PUMP
SCRAM 44/55	=	IND 5
SILVER 81/91	=	SPEED "RUN IT"
SILVER 84/94	=	SPEED "JUKE"
RED/BLUE	=	QK OPTION RIGHT/LEFT
RIP/LIZ	=	QK GAP
DETROIT	=	SLANT-FLAT
HOUTSON	=	HITCHES
SEATTLE	=	SLANT-SLANT-FLAT
TOLEDO	=	TWIRL

- 2) These are also a basis from which we will begin our Two (2) minute procedure.
- 3) We will try and code word (*Alert, Listen, etc...*) the likelihood of going to these whenever possible.

## BLITZ AUDIBLE

- 1) The base audible passes listed above will usually handle most "Blitz" situations we will face. However, in the event that we feel we need to get to our 7 or 8 man protections we will use the following process:

**FLASH/LIGHTNING** (must be in some type of Trips alignment)

DIG

33-66-99

**HI/LOW** (for use in Double and Train)

DIG

Three digit combination

585

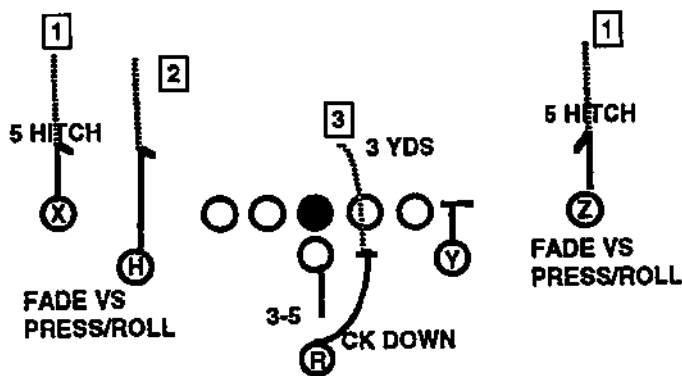
989

333

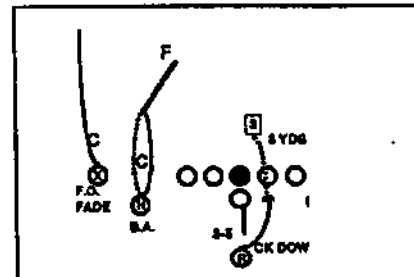
## QUICK ROUTES

- |                  |   |
|------------------|---|
| 1. HITCH / OUT   | 1 |
| HOUSTON          |   |
| SEAM             |   |
| STOP             |   |
| DALLAS           |   |
| ORLANDO          |   |
| 2. SLANT-FLAT    | 2 |
| DETROIT          |   |
| DENVER           |   |
| PIDGEON          |   |
| 3. DOUBLE SLANTS | 3 |
| SEATTLE          |   |

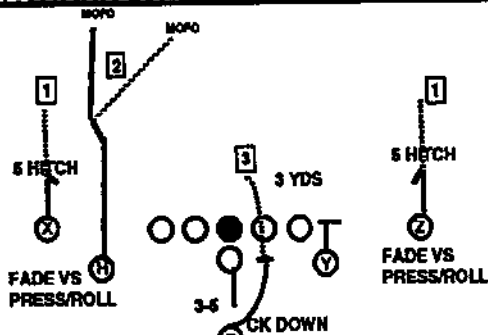
PASS: HITCH (HOUSTON) / OUT (ORLANDO)



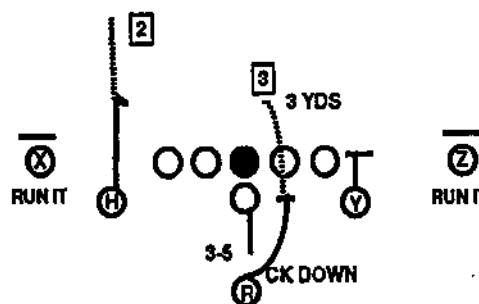
QK OPTION HITCH - DBL



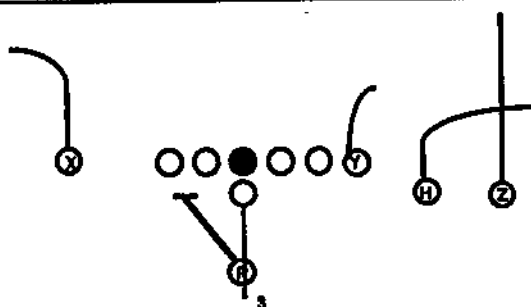
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 3 STEP DROP	1. TO MANY MENTAL ERRORS
Y	BLOCK	2. GET PRE SNAP FEEL	2. R AND QB MUST HAVE EYE CONTACT
Z	HITCH	3. KEY MOTION ROTATION	3. FREE ACCESS X HAS PRIORITY
R	CK DOWN	4. DONT FORGET CHECK DOWN	
H	HITCH	5. FADE IS LOW %	
AUD:	RED/BLUE HOUSTON	6. MUST NOT HAVE SACKS ON QUICKS	'93: 22 /38 FOR 7.1 '92: 10/14 FOR 8.3



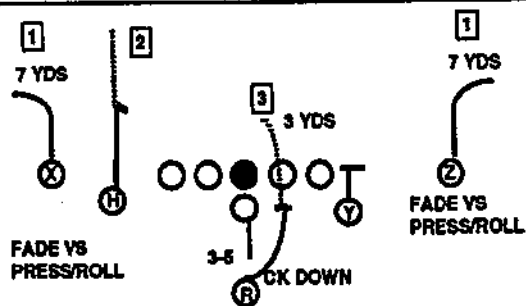
QK OPTION SEAM (3) DBL



QK OPTION STOP (3) DBL

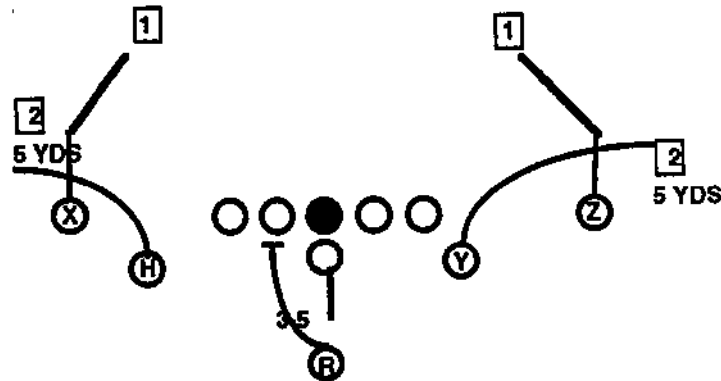


QK SCAT DALLAS (3) TRIAN



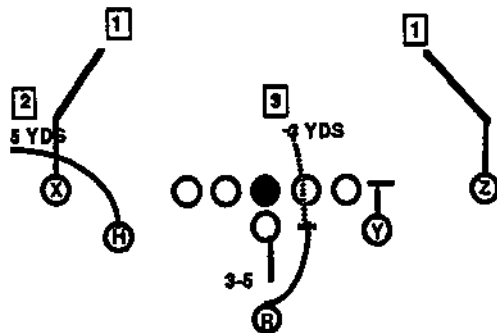
QK OPTION ORLANDO (3) DBL

**PASS: SLANT - FLAT (DETROIT/DENVER/PIDGEON)**

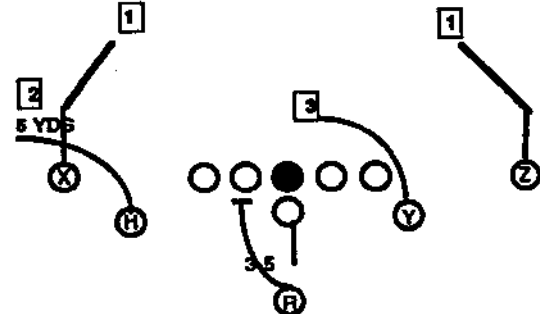


**QK SCAT DETROIT - DBL**

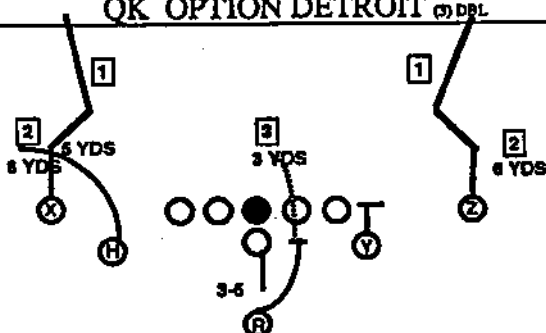
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. 3 STEP DROP 2. GET PRE SNAP FEEL 3. KEY MOTION ROTATION 4. DONT FORGET CHECK DOWN 5. KEEP THROW AS LOW AS NEEDED	1. TO MANY MENTAL ERRORS
Y	FLAT		2. R AND QB MUST HAVE EYE CONTACT
Z	SLANT		3. MUST NOT HAVE SACKS ON QUICKS
R	BLOCK		4. WO MUST SELL FADE VS LEVEL DB
H	FLAT		'93: 30/50 FOR 7.2
AUD:	RED/BLUE DETROIT		'92: 20/35 FOR 6.6



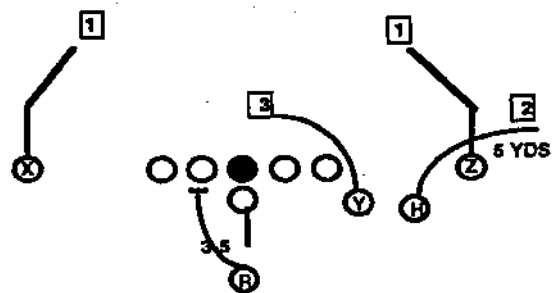
**QK OPTION DETROIT (3) DBL**



**QK SCAT DENVER (3) DBL**



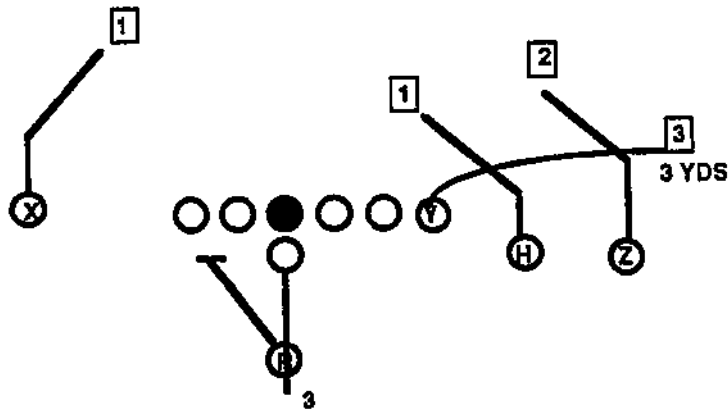
QK OPTION PIDGEON (3) DBL



OK SCAT DENVER (3) TRAIN

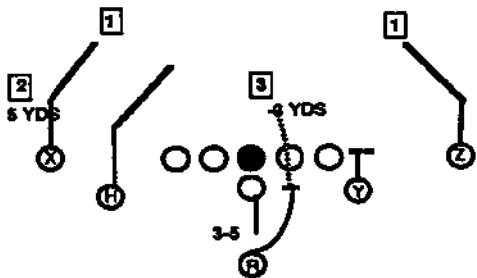


# PASS: DOUBLE SLANT (SEATTLE)

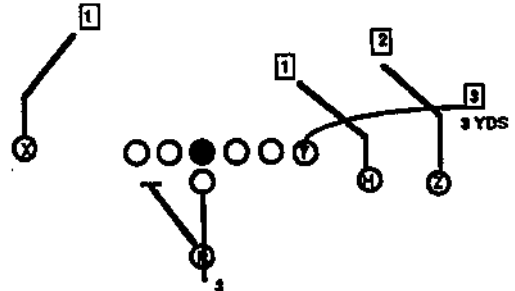


QK SCAT SEATTLE

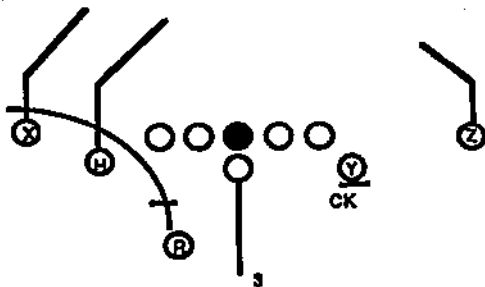
REC	ROUTE	QB NOTES:	COMMENTS:
X	SLANT	1. 3 STEP DROP	1. TO MANY MENTAL ERRORS
Y	BLOCK	2. GET PRE SNAP FEEL	2. WR PATHS MUST BE CONSISTANT
Z	SLANT	3. KEY MOTION ROTATION	3. MUST NOT HAVE SACKS ON QUICKS
R	CK DOWN	4. BE PATIENT WITH INSIDE SLANT	4. WR MUST SELL FADE VS LEVEL DB
H	DRAG	5. KEEP THROW AS LOW AS NEEDED	
AUD:	RED/BLUE SEATTLE	6. IF SINGLE SIDE IS CLEAR TAKE IT	'93: 18/31 FOR 6.2



QK OPTION SEATTLE (3) DBL



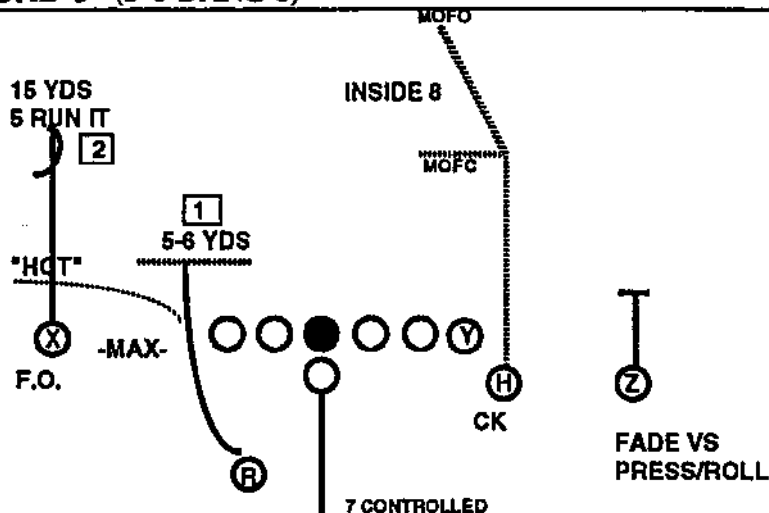
QK SCAT SEATTLE (3) TRAIN



QK LO SEATTLE (3) DBL

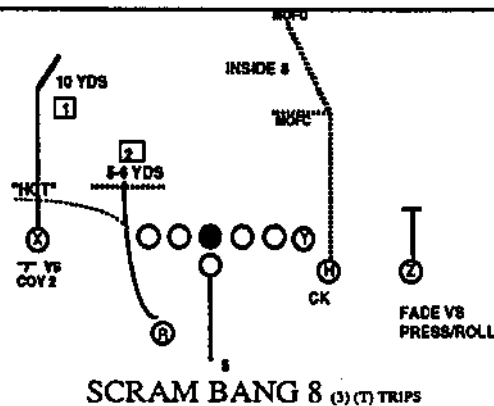
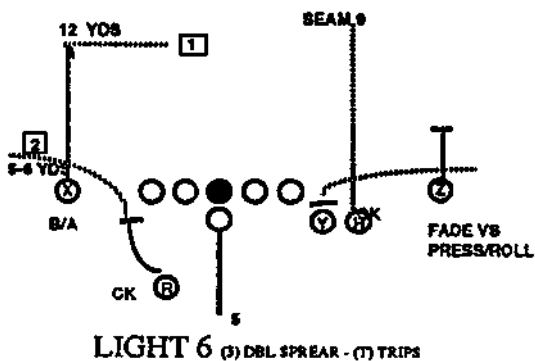
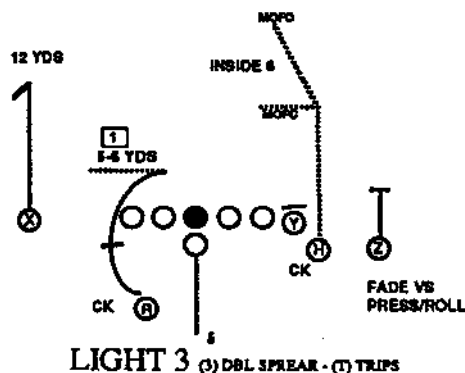
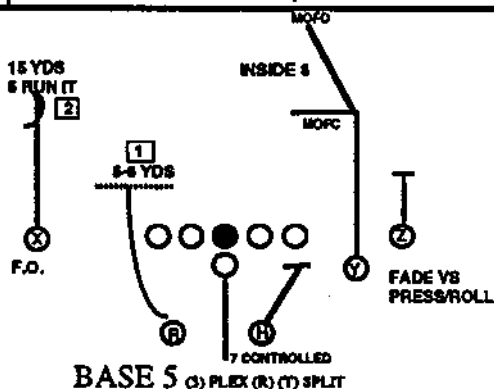
# BASIC ROUTE COMBINATIONS

1. <u>INDIVIDUALS</u>	1
2. <u>HORIZONTALS</u>	-
316-616-816	2
6 PIVOT (M)	3
3. <u>ISOLATION</u>	
ANGLES	4
65 DODGE	5
67 DODGE	6
DBL DODGE	7
FORD/CHEVY	8
CHOICE/GIANT	9
4. <u>VERTICALS</u>	
DBL PUMP	10
585	11
989	12
5. <u>3 LEVEL THROWS</u>	
DEEP OVER	13
DIVIDE	14
WILLIE-WACO	15
SAMMY-STEELER	16
6. <u>"GO" ROUTES</u>	
Y FLAT-OKLAHOMA	17
TD - WK OKLAHOMA	18
DIG	19
COWBOY	20
7. <u>DRAG ROUTES</u>	
TEXAS 748	21
Z DRAG	21
084-7-8	22

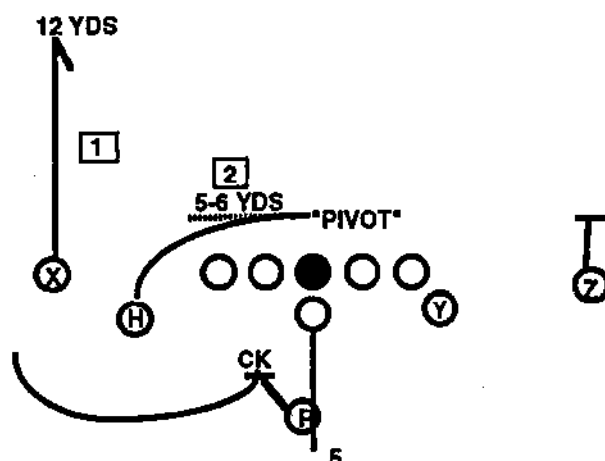


SCRAM LT 5 - TRIPS

REC	ROUTE	QB NOTES:	COMMENTS:
X	5 "RUN IT"	1. 5 STEP DROP	1. NEVER TURN DOWN A PROFIT
Y	BLOCK	2. CONVERTS TO CONTROLLED 7 ON COVR 2 F/L 3	2. R AND QB MUST HAVE EYE CONTACT
Z	HITCH	3. SCRAM OR F/L WILL INDICATE WHO IS PRIMARY	3. CAN'T TAKE TOO LONG ON F/L 3
R	DODGE		
H	INSIDE 8	4. INSIDE 8 FOR COVER 2 DEEP	
TYPE	INDIVIDUAL		

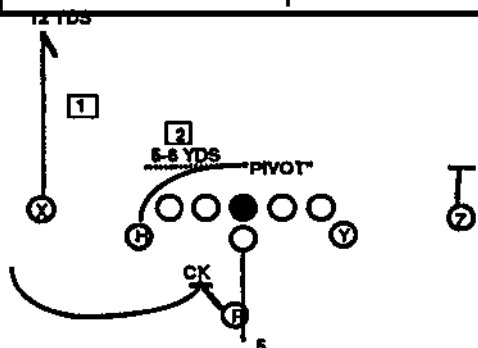


[illegible]

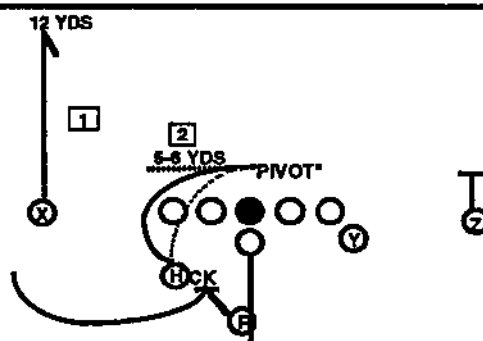


**LO 6 PIVOT M - DBL**

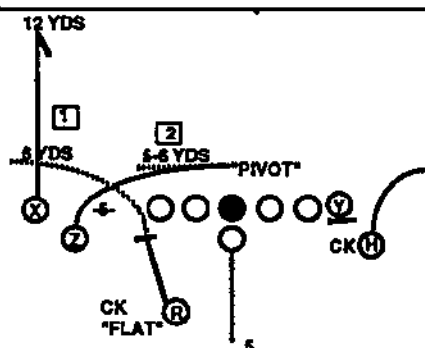
REC	ROUTE	QB NOTES:	COMMENTS:
X	REG 6	1. 5 STEP DROP 2. FIND CONTROL DEFENDER 3. M MUST BE ACCURATE 4. DON'T FORGET PIVOT	1."6" MUST GET GOOD BURST 2. PIVOT BE PATIENT BUT ACTIVE 3. TOO MANY MENTAL ERRORS  '93: 7/12 FOR 4.7
Y	BLOCK		
Z	HITCH		
R	M		
H	PIVOT		
TYPE	HORIZONTAL		



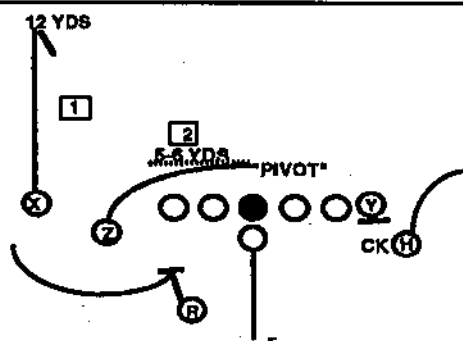
H/L 6 PIVOT M (T) SPREAD



F/L 6 PIVOT M<sup>5</sup><sub>(R) (T) FAR</sub>



F/L 6 PIVOT (TX) TWIN

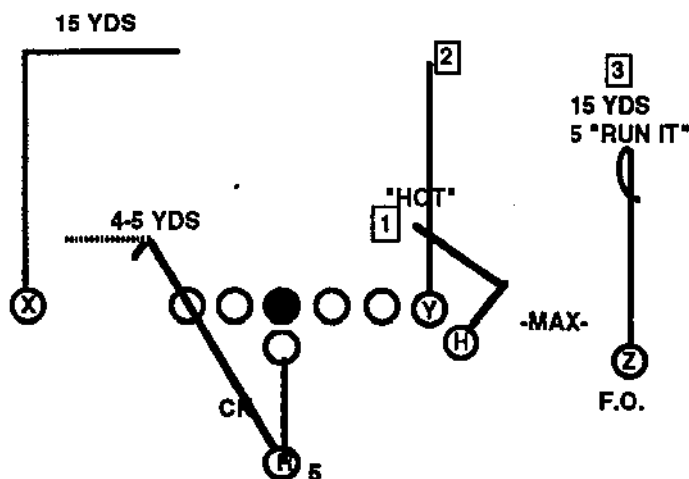


F/L 6 PIVOT M (S) (T) TWIN

# PASS: ANGLES (ANGLE DRAG)

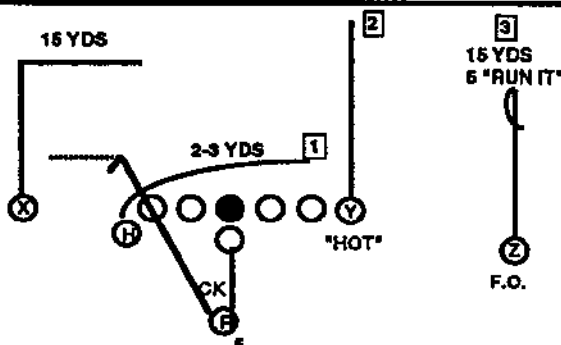
# FORMATIONS:

FLEX  
NEAR  
SPREAD  
DBL SP  
SPLIT (L. WIZ)  
CHANGE  
DBL OX  
DBL HIP  
TRIP ZEKE  
BUNCH

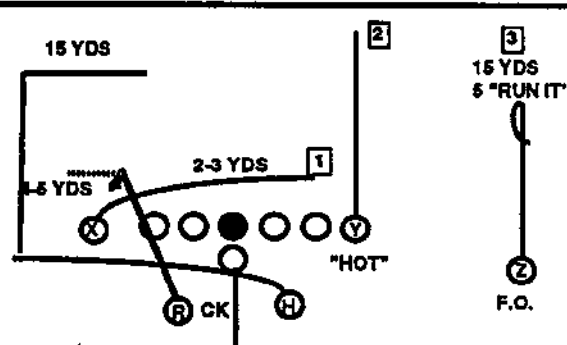


SCAT RT H ANGLE -TRIPS

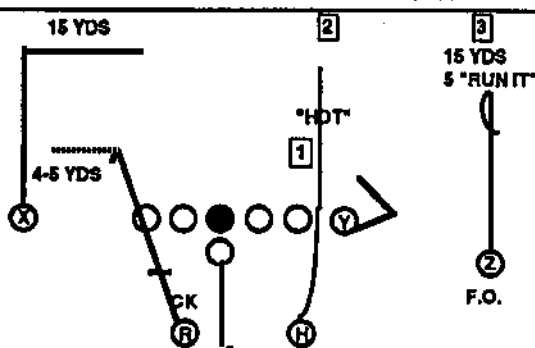
REC	ROUTE	QB NOTES:	COMMENTS:
X	"4"	1. 5 STEP DROP	1. ANGLE MUST BE PRECISE
Y	CLEAR SEAM	2. TRUE SCAT PROTECTION	2. R MUST GET WIDTH
Z	5 "RUN IT"	3. MUST BE ACCURATE	3. Z MUST NOT GET LAZY
R	CK DOWN	4. DON'T FORGET R	4. DRAGS MUST HAVE EYE CONTACT WITH QB
H	ANGLE	5. MUST KNOW HOTS	
TYPE	ISOLATION	6. IF STRONG SIDE SHUT OFF WK 4 TO R IS GOOD.	'93: 14/19 FOR 6.9



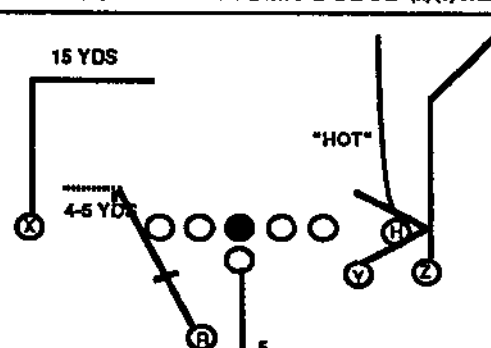
SCAT H ANGLE DRAG (R) (T) SPREAD



SCAT X ANGLE DRAG (R) (T) SPLIT L. WIZ



SCAT Y ANGLE (R) (T) SPLIT

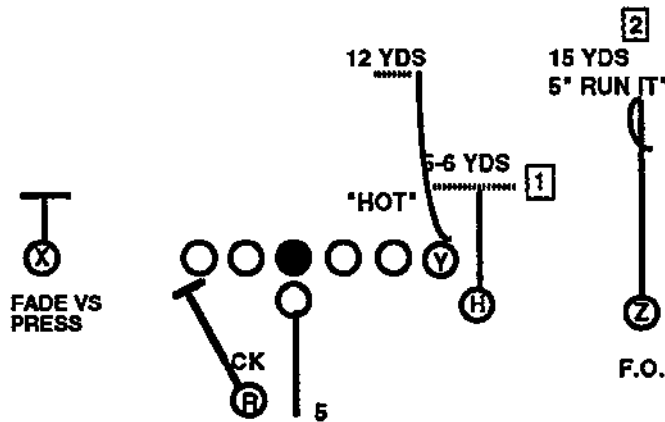


SCAT Y ANGLE (S) BUNCH

PASS: 65 DODGE

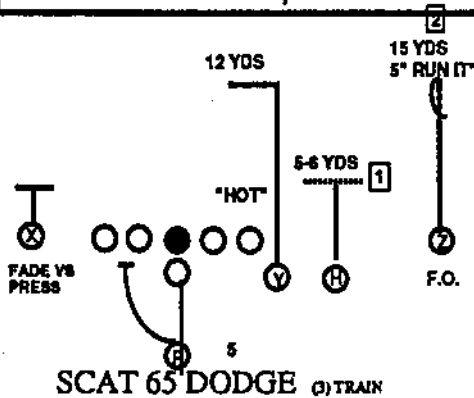
FORMATIONS:

FLEX  
DBL SPEAR  
TRAIN  
TWINS WZ  
SPLIT  
ROCKET SP

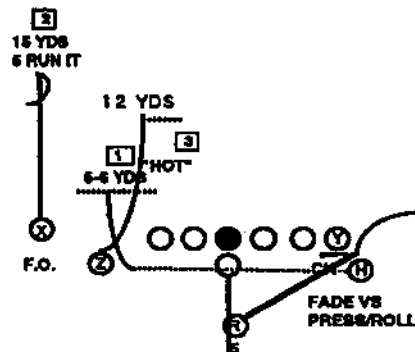


SCAT RT 65 DODGE - TRIPS

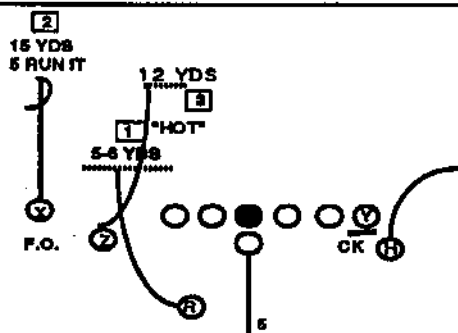
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 5 STEP DROP	1. DODGE MUST BE DECISIVE
Y	INSIDE 6	2. MUST BE ACCURATE	2. INSIDE 6 MUST FIND WINDOW
Z	5 "RUN IT"	4. DON'T FORGET "6" BE AWARE OF WILL	3. Z MUST NOT GET LAZY
R	BLOCK	5. MUST KNOW HOTS	4. INSIDE "6" IS HOT ON DODGES
H	DODGE	6. HITCH IS A PRE-SNAP DECISION	'93: 4/5 FOR 9.2
TYPE	ISOLATION		



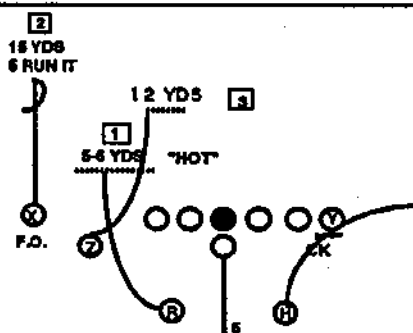
SCAT 65 DODGE (C) TRAIN



SCRAM 65 H DODGE (S) (T) TWIN WZ

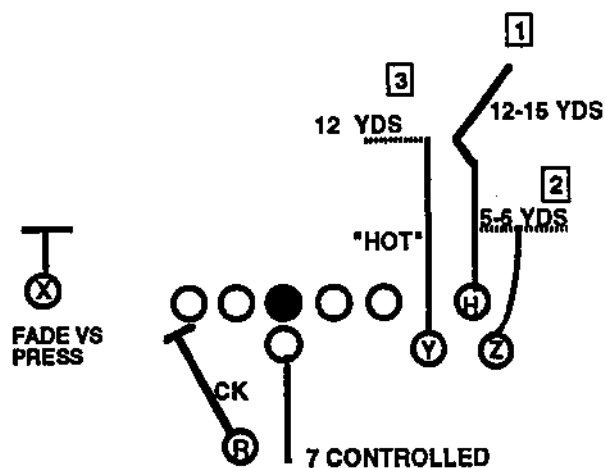


SCRAM 65 R DODGE (R) (S) TWIN



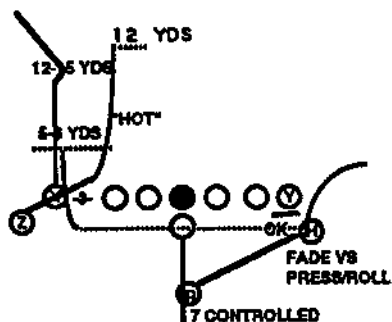
SCRAM 65 R DODGE (R) (T) SPLIT SLOT

BUNCH (ZING)  
TRIPS (ZING)  
GROUP F. SP  
VICE F. WZ (R)  
VICE WZ

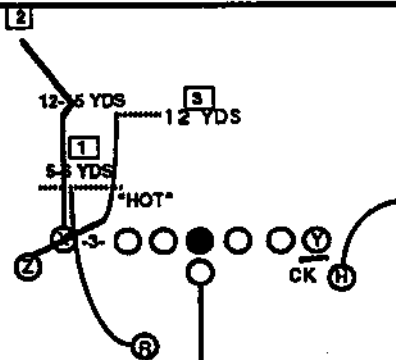


## SCAT RT 67 DODGE - BUNCH

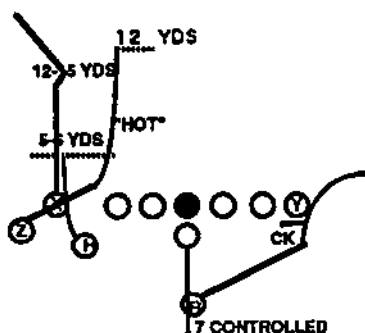
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 7 CONTROLLED STEP DROP	1. DODGE MUST BE DECISIVE
Y	INSIDE 6	2. TAKE A PEEK AT "7"	2. INSIDE 6 MUST FIND WINDOW
Z	DODGE	4. DON'T FORGET "6"	3. "7" MUST NOT GET JAMMED
R	BLOCK	BE AWARE OF WILL	4. INSIDE "6" IS HOT ON DODGES
H	TITE "7"	5. MUST KNOW HOT'S	'93: 4/5 FOR 6.0
TYPE	ISOLATION	6. HITCH IS A PRE-SNAP DECISION	'92: 3/5 FOR 11.5



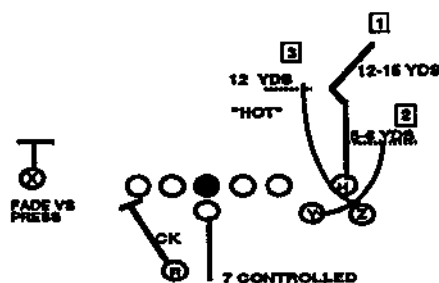
SCRAM 67 H DODGE (3) (T) VICE WZ



SCRAM 67 R DODGE (3) (T) VICE

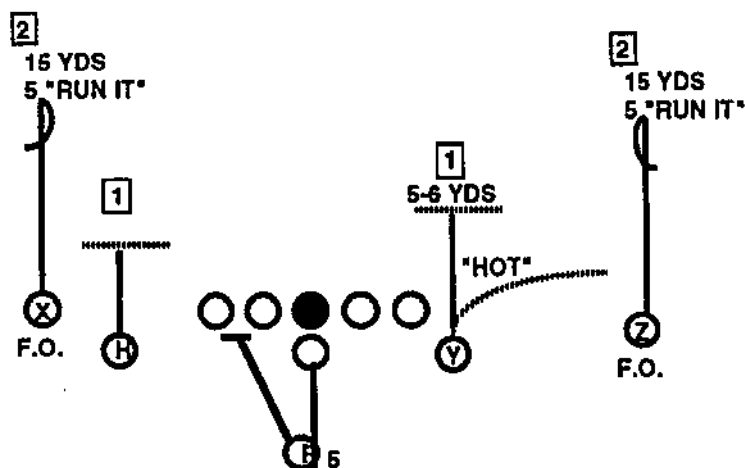


SCRAM 67 DODGE (3) (T) VICE WZ



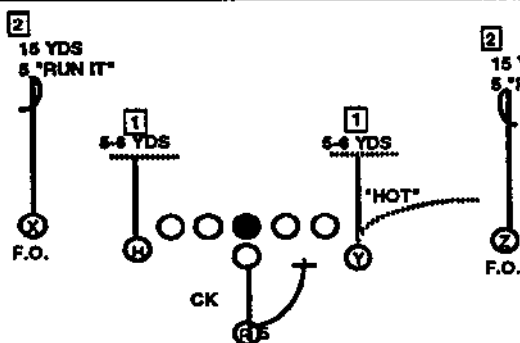
SCAT 67 Y DODGE (3) BUNCH



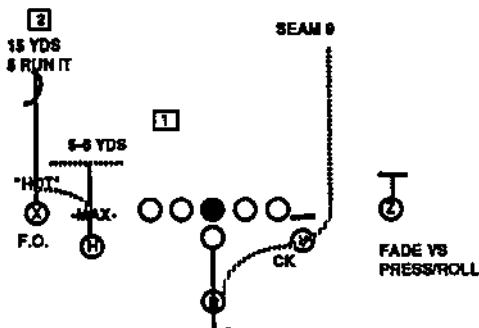


## SCAT RT DBL DODGE

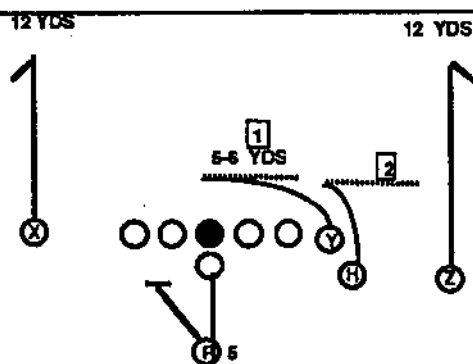
REC	ROUTE	QB NOTES:	COMMENTS:
X	5 "RUN IT"	1. 5 STEP DROP 2. MUST BE ACCURATE 3. "5" WILL BE THERE WHEN YOU NEED IT	1. DODGE MUST BE DECISIVE 2. "5" DON'T GET LAZY 3. THERE IS NOT INSIDE ROUTE SO DODGE MUST ALSO BE HOT.  '93: 22/38 FOR 5.2 '92: 8/16 FOR 6.0
Y	DODGE		
Z	5 "RUN IT"		
R	BLOCK		
H	DODGE		
TYPE	ISOLATION		



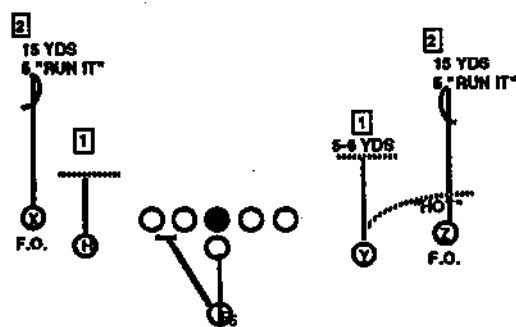
JET DBL DODGE (7) SPREAD



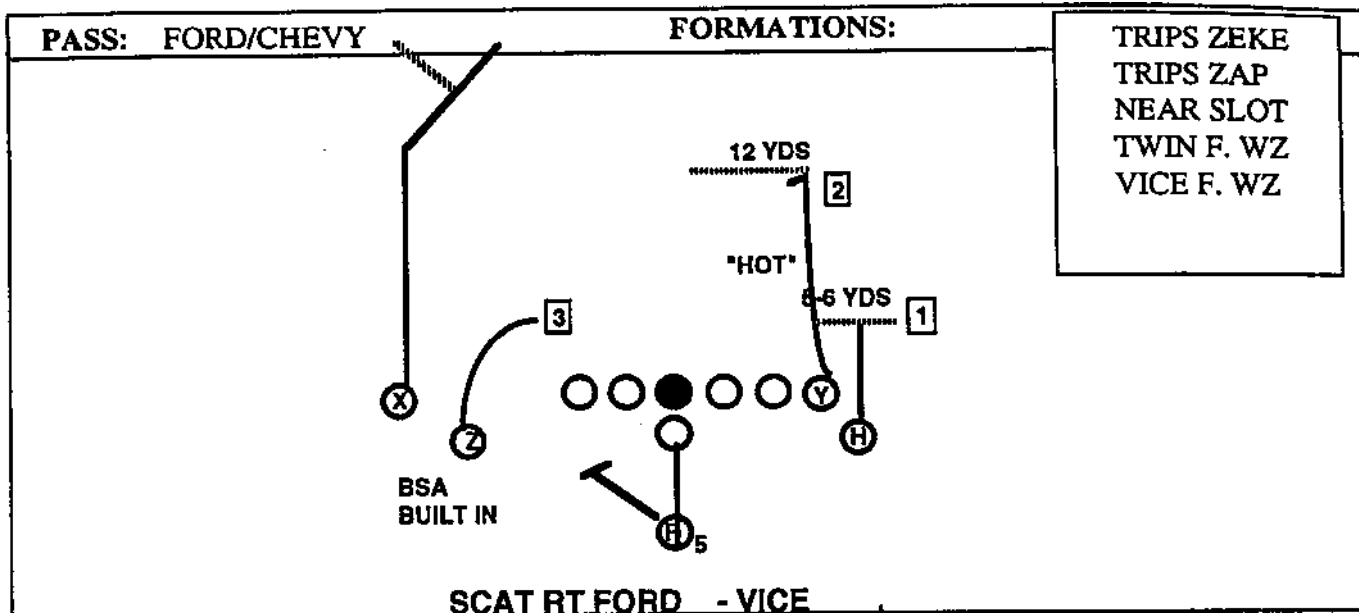
SCRAM 55 DODGE (5) DBL



SCAT DBL PIVOT (3) (7) TRIPS

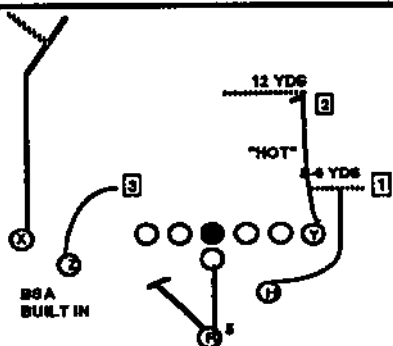


SCAT DBL DODGE (3) (4) ROCKET

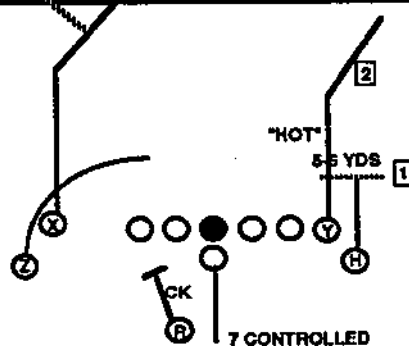


**SCAT RT FORD - VICE**

REC	ROUTE	QB NOTES:	COMMENTS:
X	POST/CORNER	1. 5 STEP DROP 2. SAME READS AS DODGE 3. DON'T FORGET THE "SIT DOWN" 4. MUST BE PRECISE	1. DODGE MUST BE DECISIVE 2. INSIDE 6 MUST FIND WINDOW 3. "SIT DOWN" BE PATIENT AND ALERT 4. POST CONVERTS TO "7" VS 2  '93: 7/9 8.1 '92: 2/4 FOR 5.0
Y	INSIDE 6		
Z	MINI DODGE		
R	BLOCK		
H	DODGE		
TYPE	ISOLATION		



**SCAT FORD (R) (T) NEAR SLOT**

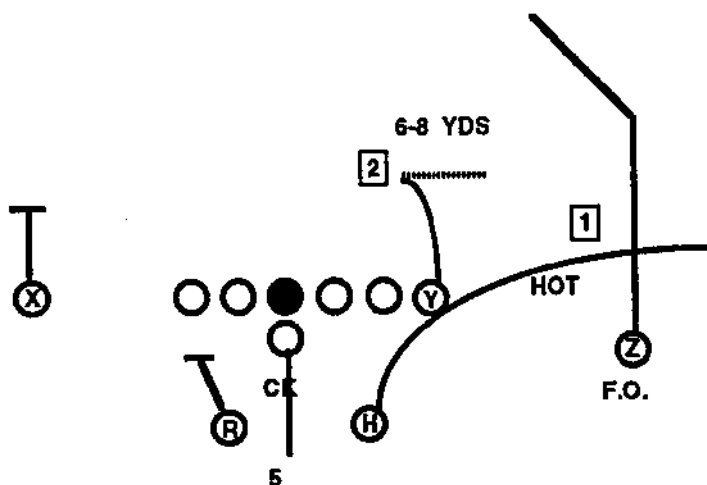


**SCAT CHEVY (R) (T) VICE - TWINS**

# PASS: CHOICE/GIANT

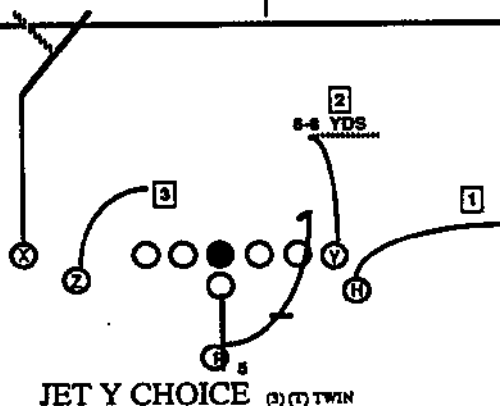
## FORMATIONS:

TWIN  
VICE  
NEAR SLOT  
SPLIT

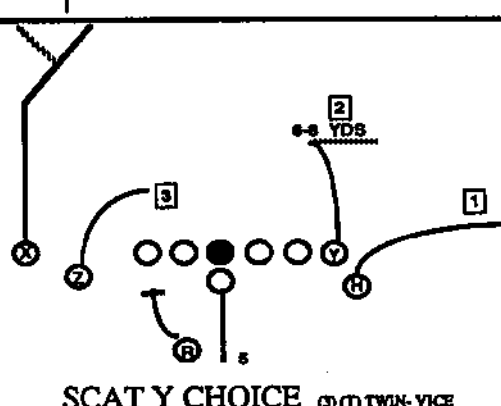


### SCAT RT CHOICE - SPLIT

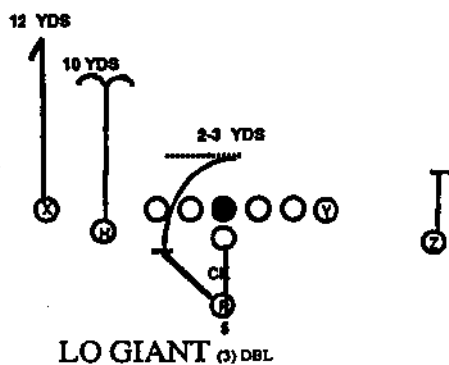
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 5 STEP DROP 2. ALERT HITCH - "SIT DOWN" 3. DON'T PASS UP A PROFIT (FLAT) 4. POST IS FOR "0" COVERAGE	1. X ALWAYS HAS HITCH IF BY HIMSELF 2. "SIT DOWN" REPLACES HITCH IN ANY FORM OF SLOT (TWIN-VICE) 3. CHOICE MUST BE DECISIVE '93: 4/11 FOR 6.0
Y	CHOICE		
Z	CLEAR/POST		
R	BLOCK		
H	FLAT		
TYPE	ISOLATION		



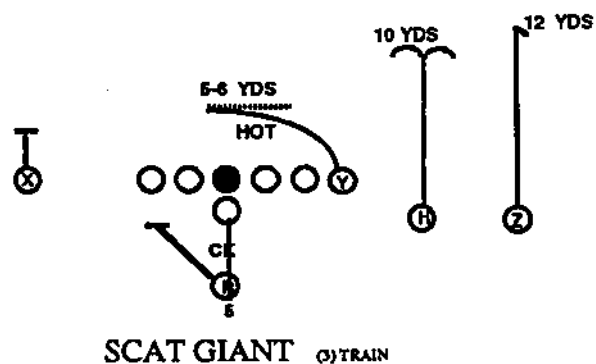
JET Y CHOICE (3) (7) TWIN



SCAT Y CHOICE (3) (7) TWIN-VICE



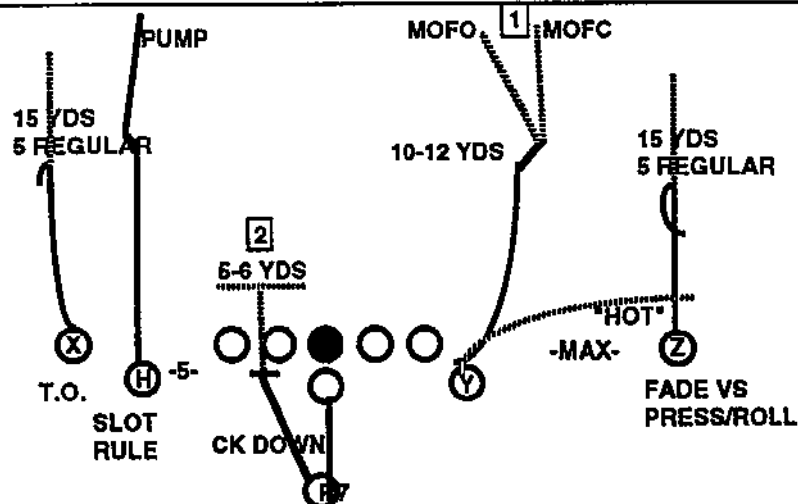
LO GIANT (3) DBL



SCAT GIANT (3) TRAIN

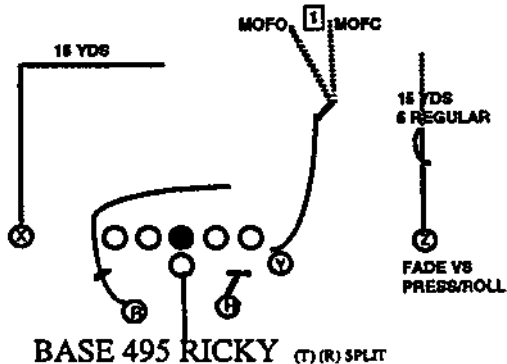
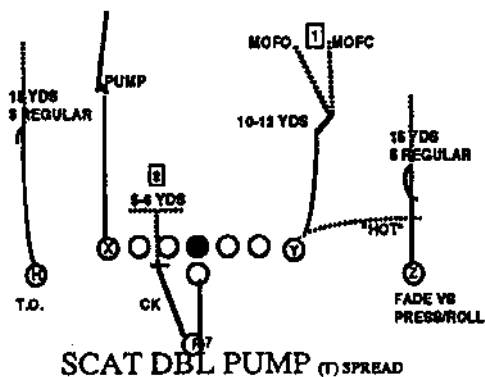
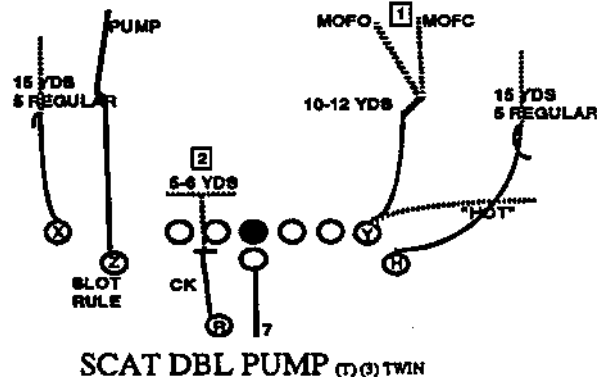
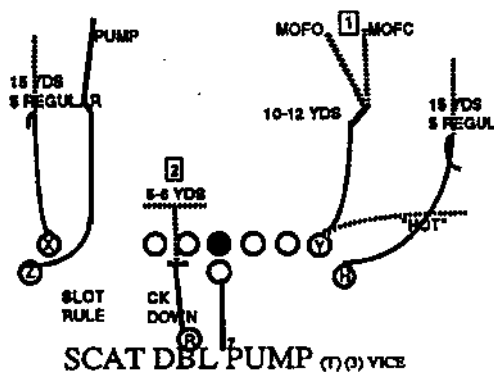
# PASS: DBL PUMP

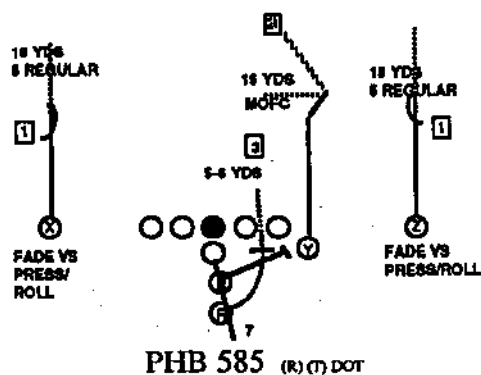
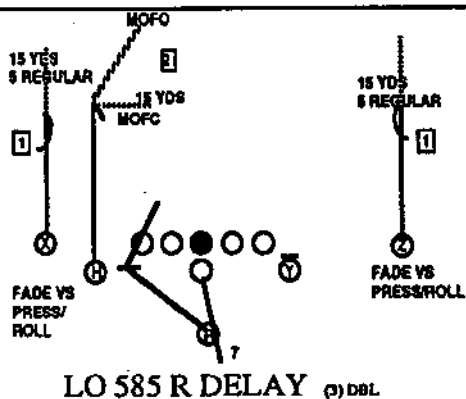
# FORMATIONS:

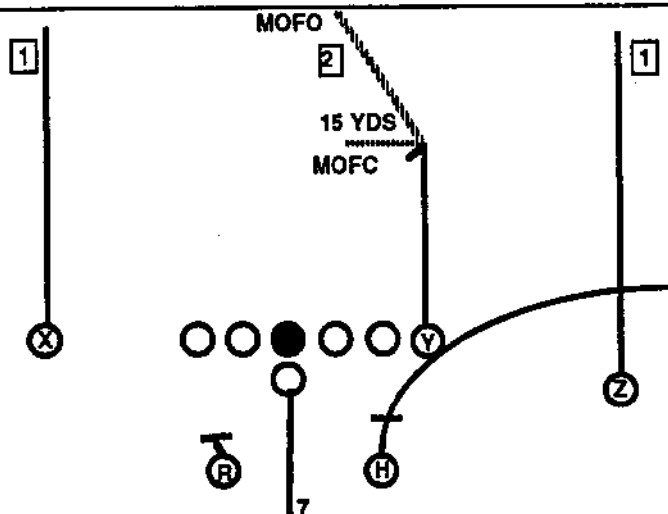


## SCAT RT DBL PUMP - DBL

REC	ROUTE	QB NOTES:	COMMENTS:
X	REG "5"	1.7 STEP DROP	1. 5's MUST WIN ON OUTSIDE
Y	SEAM "8"	2. READ SAFTIES	2. WO KEEP WIDTH ON FADE
Z	REG "5"	3. KNOW HOTS	3. PUMP STAY ON #'s
R	CK DOWN	4. DON'T FORGET CK DOWN	4. BENDER MUST GET UNDER
H	PUMP	5. KNOW D/D	COV 2 SAF.
TYPE	VERTICAL		'93: 5 OF 23 FOR 5.5 '92: 9 OF 16 FOR 19.3

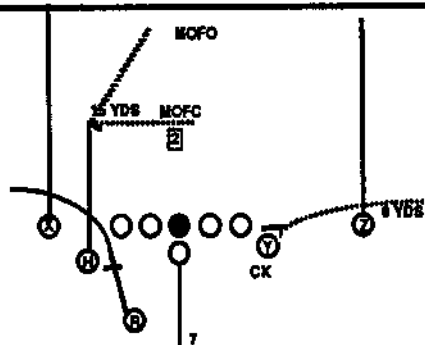


[illegible]

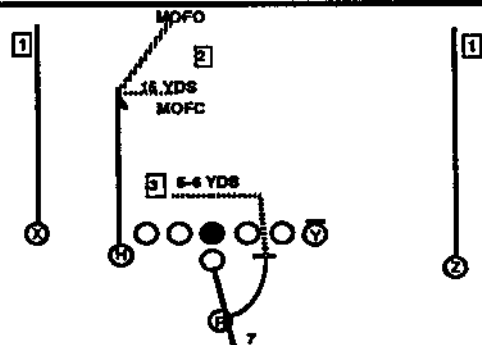


## BASE 989 H FLAT - SPLIT

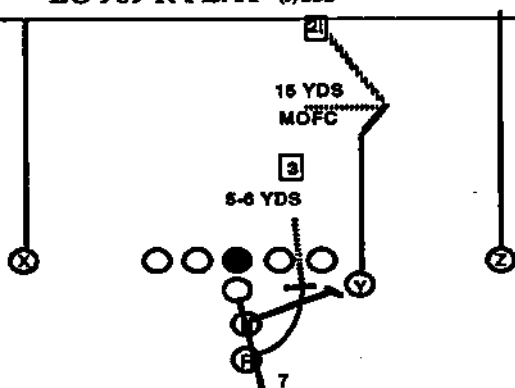
REC	ROUTE	QB NOTES:	COMMENTS:
X	9	1.7 STEP DROP - 5 ON 9 2. WILL USUALLY CALL A BACK INTO ROUTE (DELAY-FLAT) 3. GET BALL UP EARLY ON 9's 4. AIMING POINT 40-5	1. INSIDE 8 MUST NOT GET JAMMED 2. 9's MUST CLIMB DB 3. BACK'S WILL USUALLY GET CALLED INTO ROUTE
Y	INSIDE "8"		
Z	9		
R	BLOCK		
H	FLAT		
TYPE	VERTICAL		



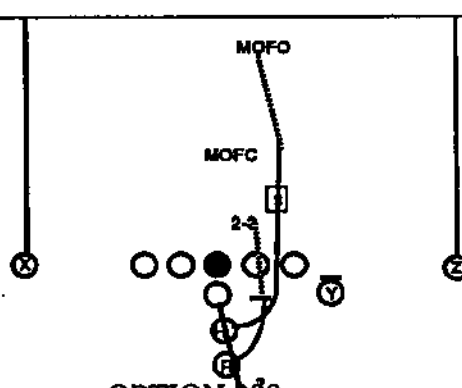
LO 989 R FLAT (3) DBL



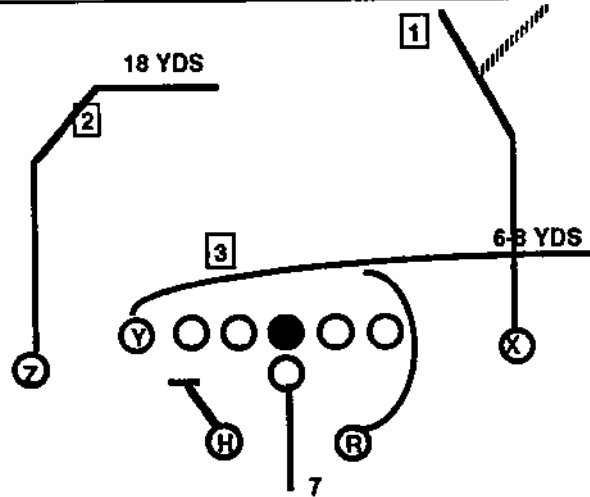
OPT 989 (3) DBL (7) SPREAD



PHB 989 (R) (7) DOT

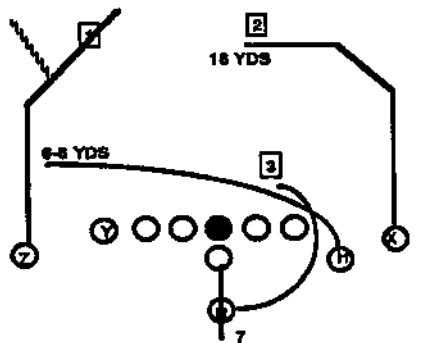


OPTION 989 (R) (7) DOT

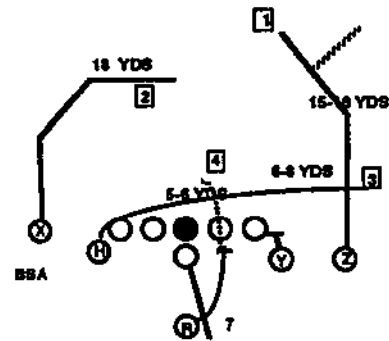


### BASE Z D. OVER R DELAY

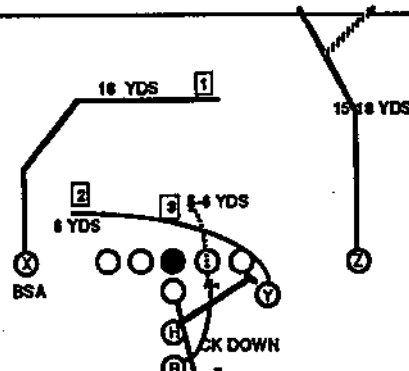
REC	ROUTE	QB NOTES:	COMMENTS:
X	POST *	1. 7 STEP DROP	1. DEEP OVER CUT DOWN SPLIT
Y	DRAG (2)	2. POST WILL CONVERT TO "7" VS COV 2.	2. POST MUST READ COV 2
Z	DEEP OVER	3. MUST KEY DROP OF LB'S	3. D. OVER MUST MAINTAIN DEPTH
R	CK DELAY	4. DELAY IS YOUR DROP OFF	4. R MUST HAVE GOOD PLAY FAKE ON OPTION AND R.P.
H	BLOCK	5. DON'T FORGET DRAG	
TYPE	THREE LEVEL	6. ALERT RAT SAF.	'93: 10 OF 21 FOR 7.5



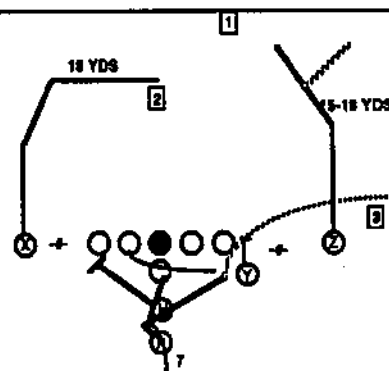
HI X DEEP OVER (T) SPREAD (3) DBL



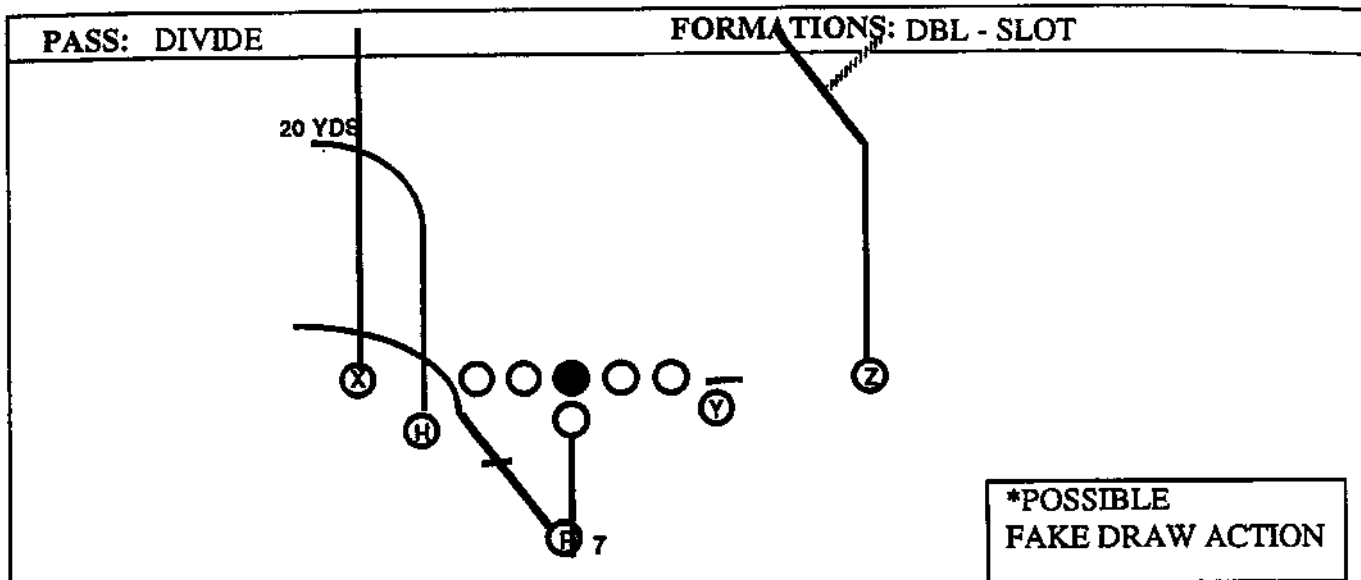
OPT X DEEP OVER (3) DBL (T) SPREAD



PHB X DEEP OVER (T) (R) DOT

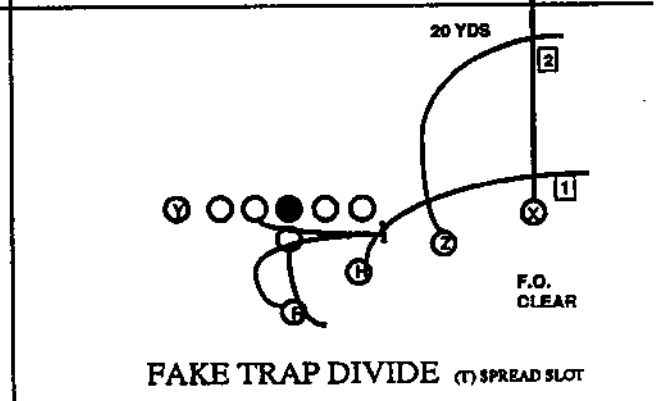
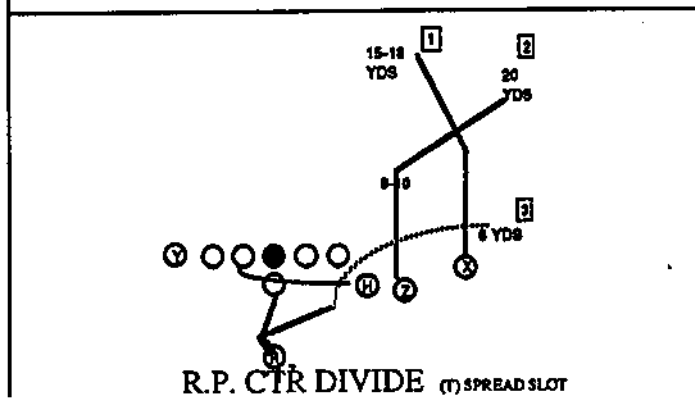
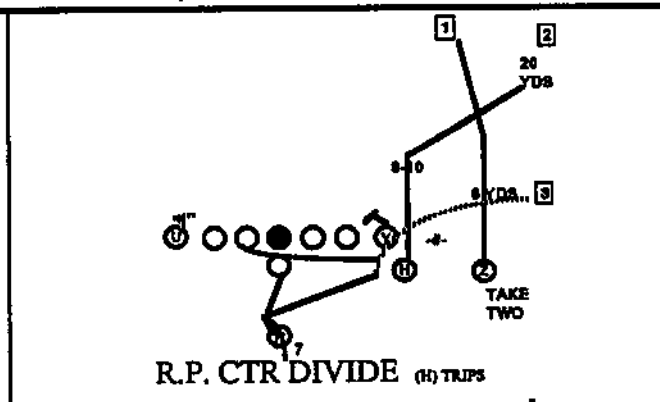
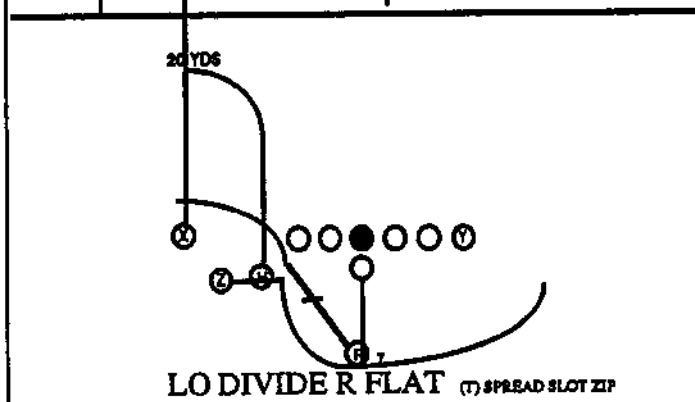


RUN PASS CTR X D. OVER (T)(R) DOT



**LO DIVIDE - DBL**

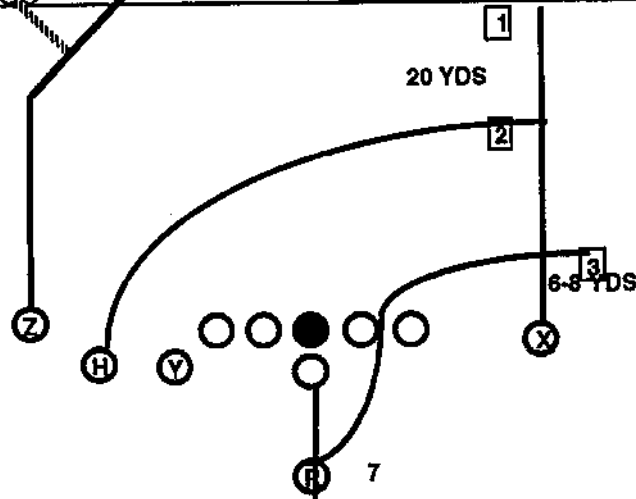
REC	ROUTE	QB NOTES:	COMMENTS:
X	GO	1.7 STEP DROP	1. DIVIDE MUST GET DEPTH
Y	BLOCK	2. POST WILL CONVERT TO "7" VS COV 2.	2. POST MUST READ COV 2
Z	POST/CORNER	3. SOLID DRAW FAKE	3. R MUST HAVE GOOD PLAY FAKE
R	FLAT	4. BE ALERT FOR WK CORNER FALLING BACK TO DIVIDE	4. R DONT KNOCK OFF OL ON WAY OUT
H	DIVIDE		'93: 10 OF 12 FOR 18
TYPE	3 LEVEL THROW		'92: 5 OF 7 FOR 17.5





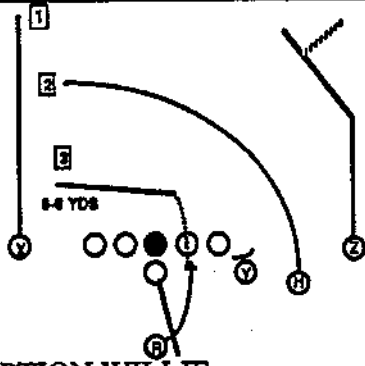
PASS: WILLIE-WACO

FORMATIONS: TRAIN-SPREAD-DOT

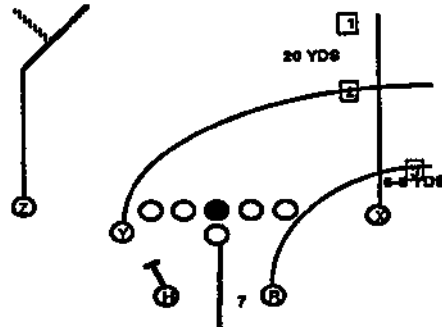


HI WILLIE FK DRAW - TRAIN

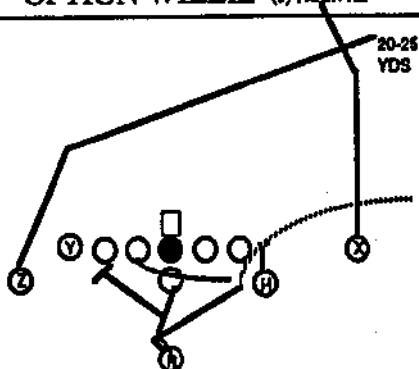
REC	ROUTE	QB NOTES:	COMMENTS:
X	GO	1. 7 STEP DROP	1. CROSS WILL CUT SPLIT OR HIP
Y	BLOCK	2. POST WILL CONVERT TO "7" VS COV 2.	2. POST MUST READ COV 2
Z	POST/CORNER	3. SOLID DRAW FAKE	3. CROSS MUST GAIN GROUND
R	FLAT	4. BE ALERT FOR WK CORNER FALLING BACK TO CROSS	4. R MUST HAVE GOOD PLAY FAKE
H	OVER		5. R DONT KNOCK OFF OL ON WAY OUT
TYPE	3 LEVEL THROW		



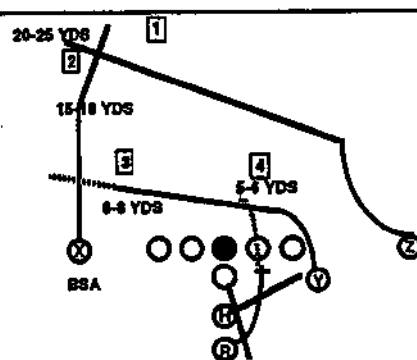
OPTION WILLIE (3) TRAIN HIP



BASE Y CROSS R FLAT (R) (7) SPLIT



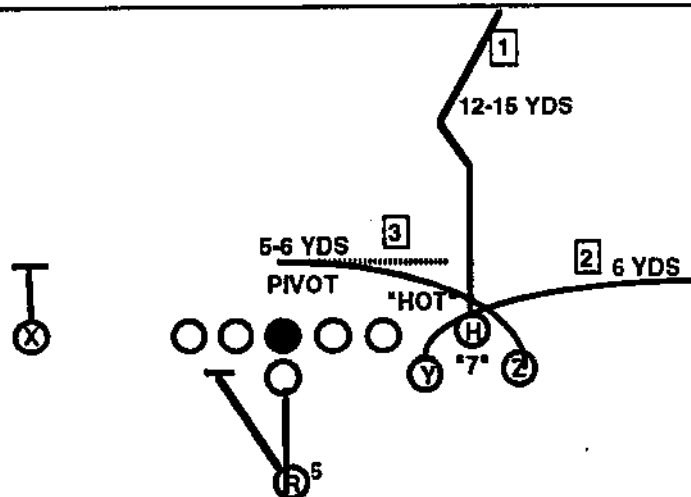
R.P. CTR WACO (7) SPREAD



PHB WACO (7) (R) DOT

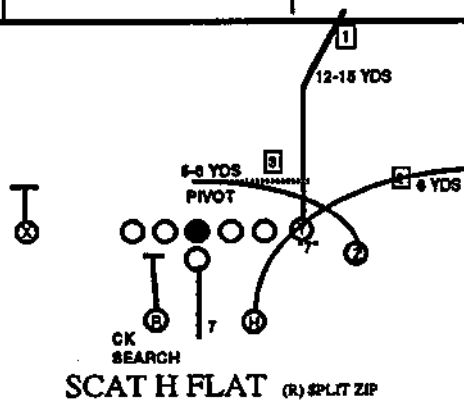


R.P. CTR STEELER (T)(R) DOT

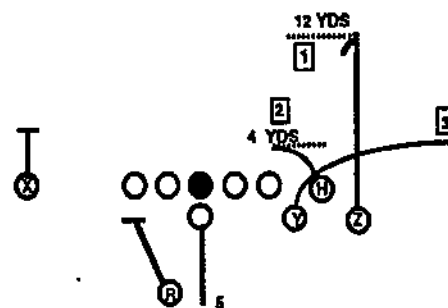


## SCAT RT Y FLAT - BUNCH

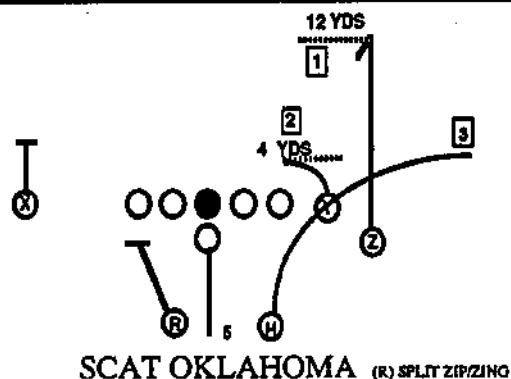
REC	ROUTE	QB NOTES:	COMMENTS:
X	HITCH	1. 5 STEP DROP	1. R CAN BE RUN FROM "T" AND "Q"
Y	FLAT	2. PIVOT IS HOT	2. "7" CAN NOT GET JAMED
Z	PIVOT	3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP	3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
R	BLOCK	4. X IS A PRE SNAP DECISION	
H	"7"	5. STRONG VERSION OF SCRAM TD	
TYPE	"GO" PACKAGE		'93: 2/4 FOR 3.0 '92: 5/10 FOR 4.0



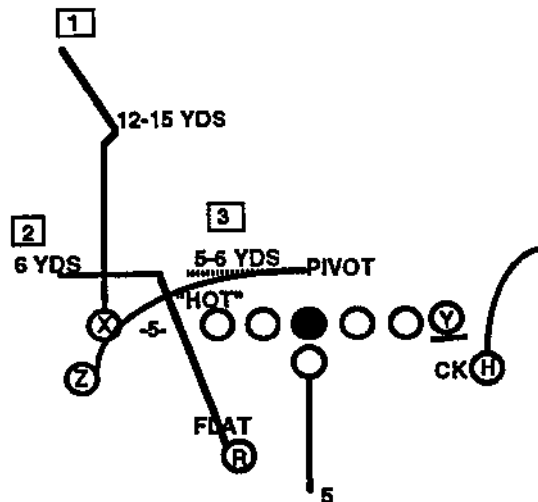
SCAT H FLAT (R) SPLIT ZIP



SCAT OKLAHOMA (3) BUNCH

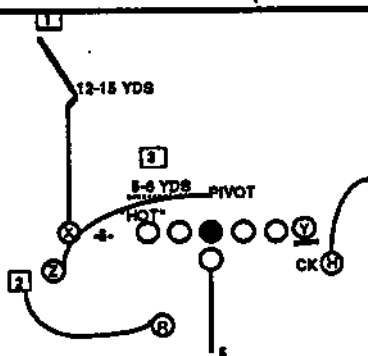


SCAT OKLAHOMA (R) SPLIT ZIP/ZIP

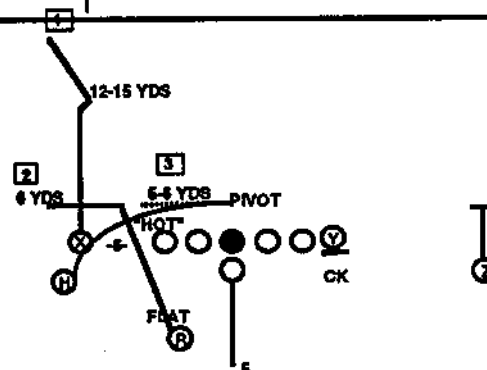


**SCRAM LT TD - VICE**

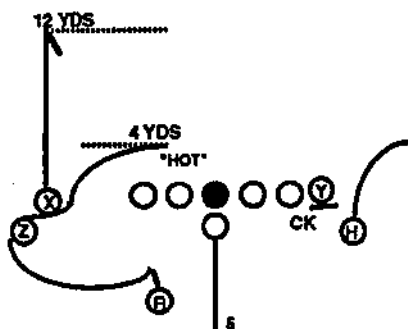
REC	ROUTE	QB NOTES:	COMMENTS:
X	"7"	1. 5 STEP DROP	1. R CAN BE RUN FROM "T" AND "Q"
Y	BLOCK	2. PIVOT IS HOT ON SCRAM	2. "7" CAN NOT GET JAMED
Z	PIVOT	3. MAY HAVE TO BUY SOME TIME WITH YOUR DROP	3. PIVOT NEEDS TO GET EYE CONTACT WITH QB.
R	FLAT	4. H IS A GOOD BAIL OUT THROW	
H	CK PEEL	5. WK VERSION OF Y FLAT	'93: 6/10 FOR 6.0
TYPE	"GO" PACKAGE		'92: 10/15 FOR 6.5



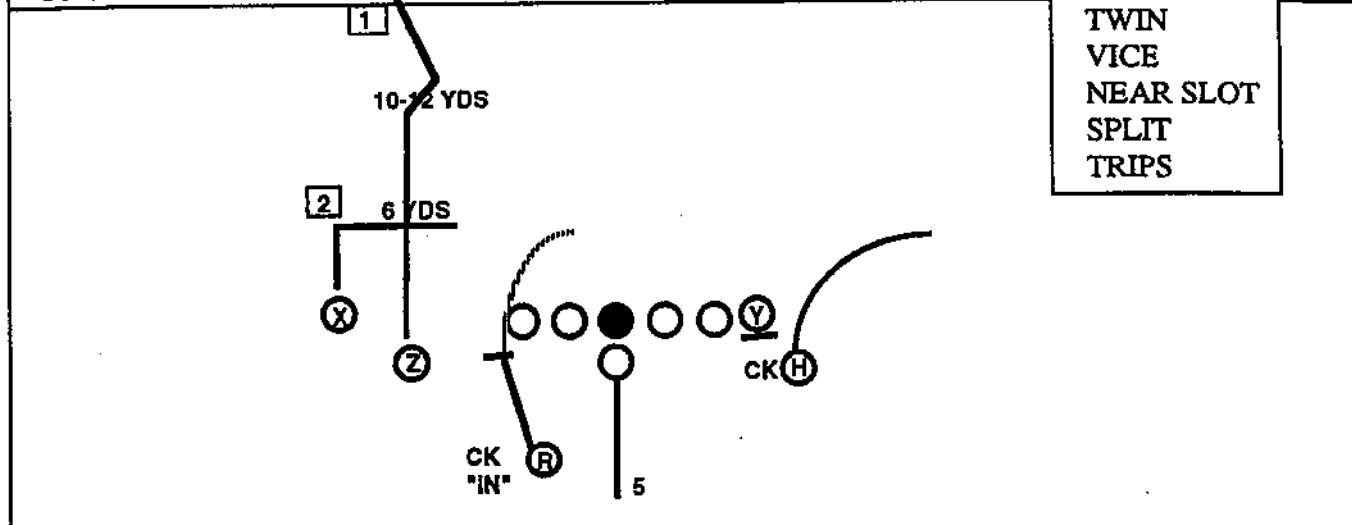
SCRAM TD M (3) (T) VICE



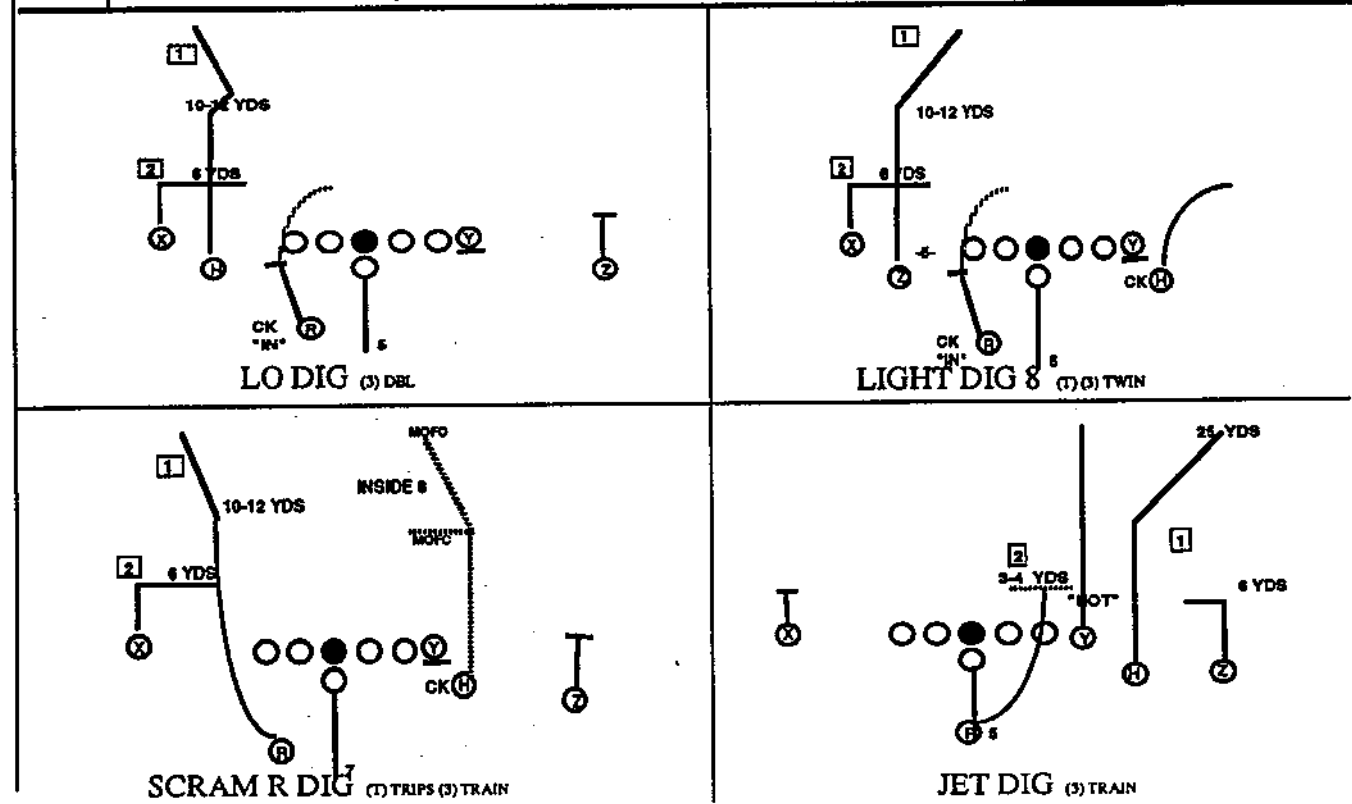
LO TD (S) DEL HIP



SCRAM OKLAHOMA (3) (T) VICE

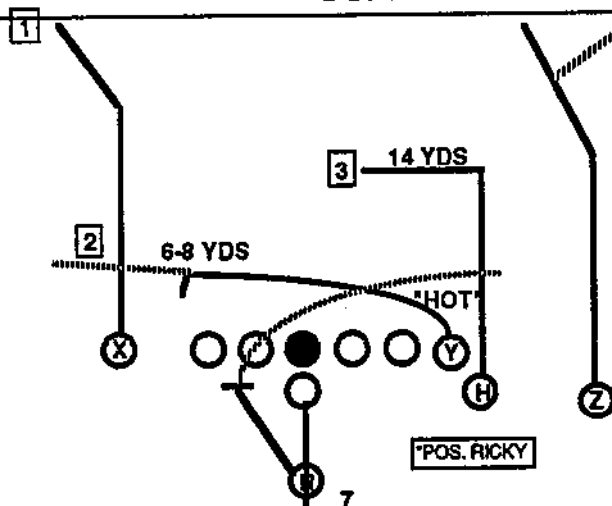


REC	ROUTE	QB NOTES:	COMMENTS:
X	DIG	1. 5 STEP DROP	1. "7" HAS TO BE DECISIVE
Y	BLOCK	2. PRE SNAP DETERMINES "7"	2. X MUST READ ZONE AND BE PATIENT
Z	"7"	3. X CAN WORK BACK OUT IF SHUT OFF	3. INSIDE "7" AIM FOR 25 YDS
R	CK IN	4. DONT FORGET H	
H	CK PEEL		'93: 7 OR 12 FOR 12.5
TYPE	"GO" PACKAGE		'92: 8 OR 13 FOR 8.8



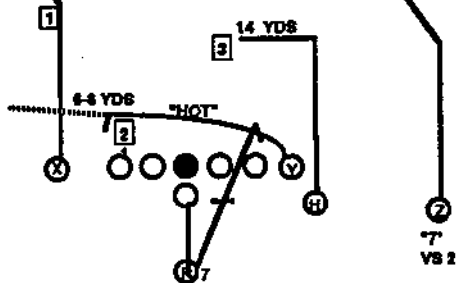


FLASH COWBOY (T) (3) TWIN

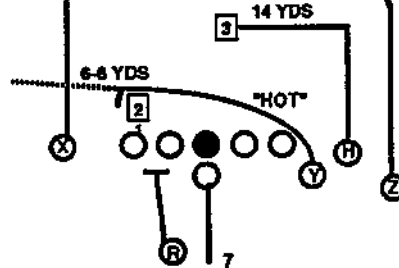


## SCAT RT TEXAS 748 - TRIPS

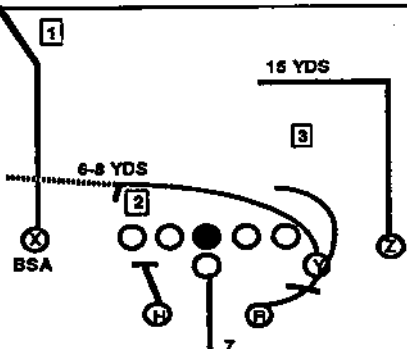
REC	ROUTE	QB NOTES:	COMMENTS:
X	"7"	1. 7 STEP DROP	1. POSS RICKY CALL FOR R
Y	DRAG (2)	2. Y IS YOUR HOT	2. X MUST NOT JET JAMMED
Z	POST/CORNER	3. EYE ONLY WITH Y	3. "Y" MIKE EYE CONTACT WITH QB
R	BLK *POS RICKY	4. PRE-SNAP READ FOR "7" OR "8"	4. "4" KEEP SEPARATION FROM Y
H	RUN AWAY 4		
TYPE			'93: 3/3 FOR 7.2 '92: 8/10 FOR 5.8



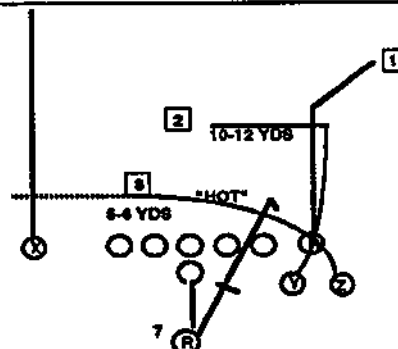
JET RT TEXAS 748 (3) BUNCH



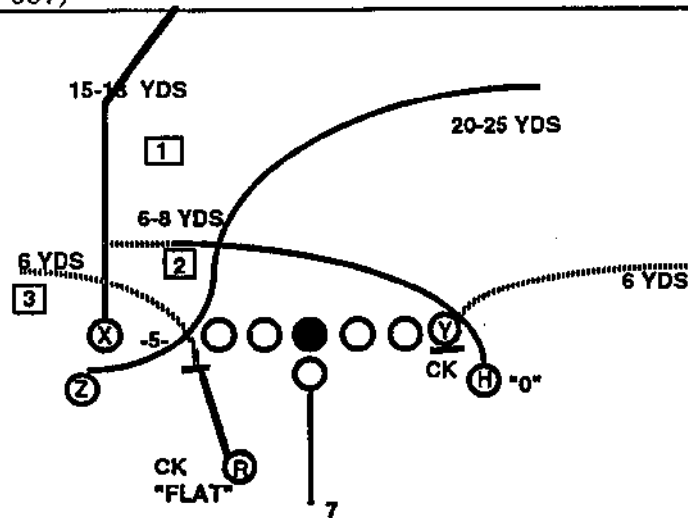
SCAT TEXAS 748 (3) BUNCH



BASE 724 R CURL (R) (7) CHANGE

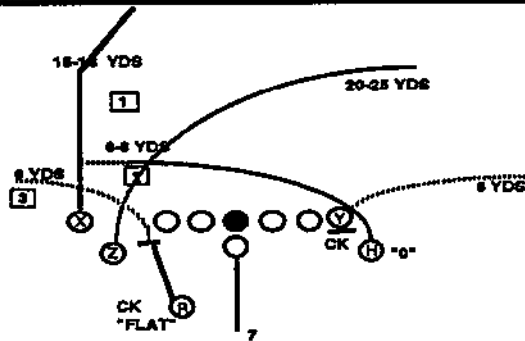


JET RT Z DRAG (3) BUNCH

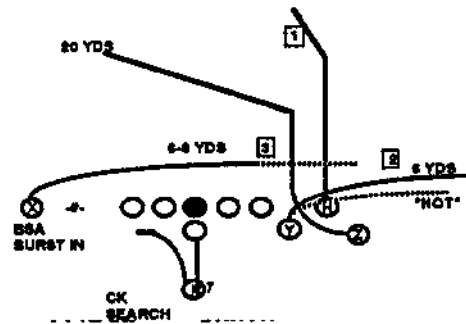


LIGHTNING 088 - VICE

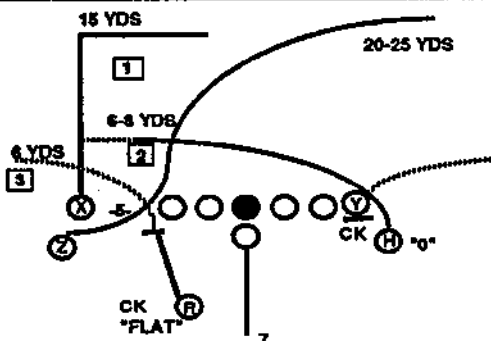
REC	ROUTE	QB NOTES:	COMMENTS:
X	BIG 8	1.7 STEP DROP	1. CROSSING 8 CAN'T GET HUNG UP 2. R GET OUT QUICK AND SIT ON SIDELINE 3. "0" MUST CHECK BLOCK FIRST THEN FIND OPEN AREA  '93: 4/6 FOR 6.0 (3) TDS
Y	BLOCK	2. CROSSING 8 VS MAN	
Z	CROSSING 8	3. BE PATIENT WITH BIG 8	
R	CK FLAT	4. "0" GOOD DUMP OFF	
H	"0" DRAG	5. GOOD RED ZONE COMBINATION	
TYPE	"0" ROUTES		



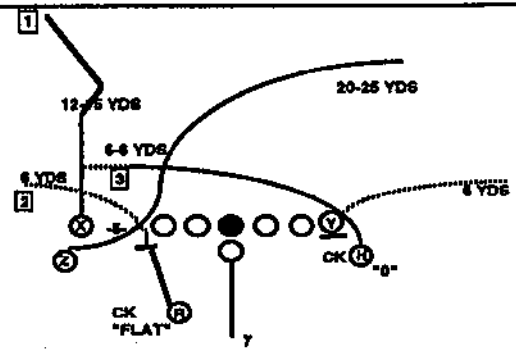
F/L 088 (3) (T) TWIN



SCAT 088 (3) BUNCH



F/L 084 (3) (T) VICE



F/L 087 (3) (T) VICE



## PLAY ACTION

1. PHB

1-2

324  
348  
495  
DEEP OVER  
STEELER  
WACO  
724  
585  
989

2. OPTION

3

616  
724  
DEEP OVER  
WILLIE  
SAMMY  
585  
989

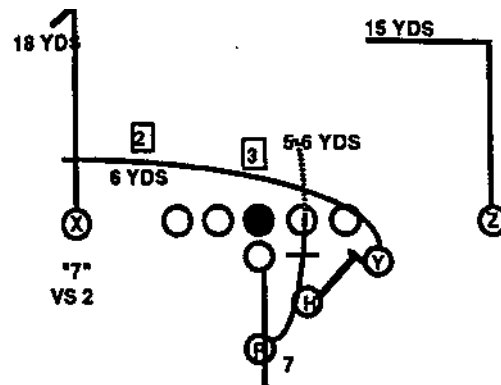
3. FAKE TRAP

4

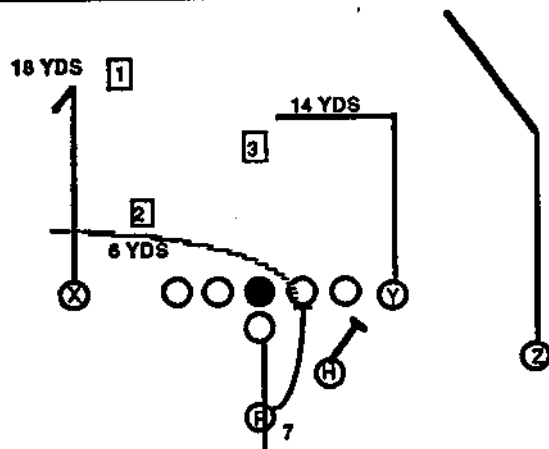
X GLANCE  
DIVIDE  
X 5

# PASS HB (PHB)

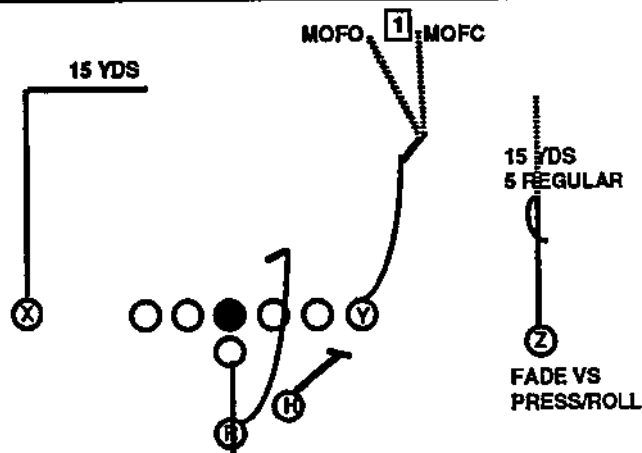
1. SOLID PLAY FAKE TO R
2. H BLOCKS
3. BASE ROUTES (3-6) DEEPEN WITH PHB ACTION.  
ACTION CAN BE STRONG OR WEAK DEPENDING  
ON THE GAME PLAN.
5. QB MUST KNOW PROTECTION LIMITATION  
PARTICULARLY WEAK.
6. R MUST BE VIABLE PART OF PACKAGE



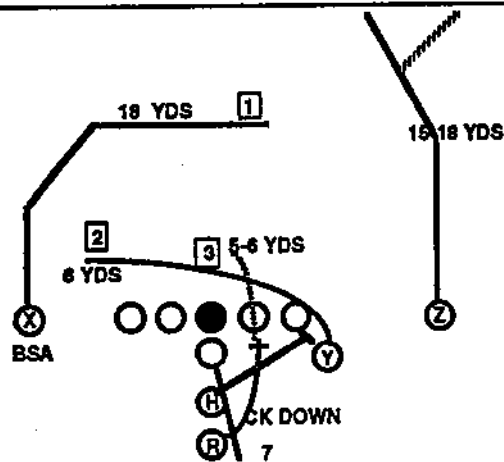
PHB 324



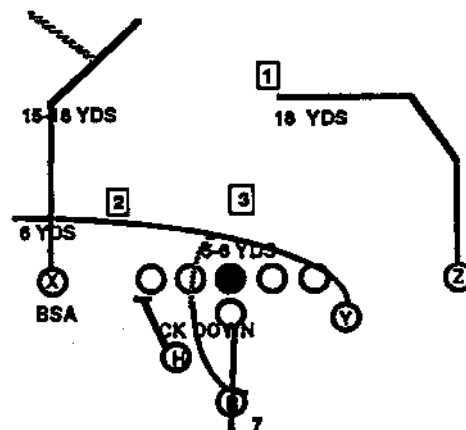
PHB 348 LUCKY



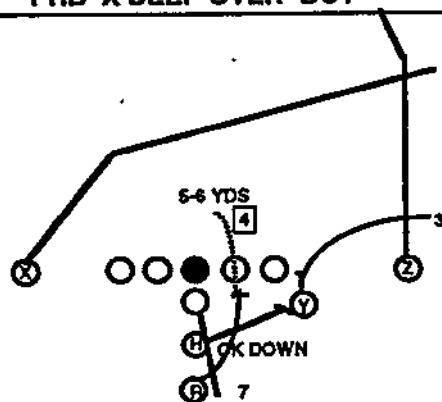
PHB 495 - NEAR



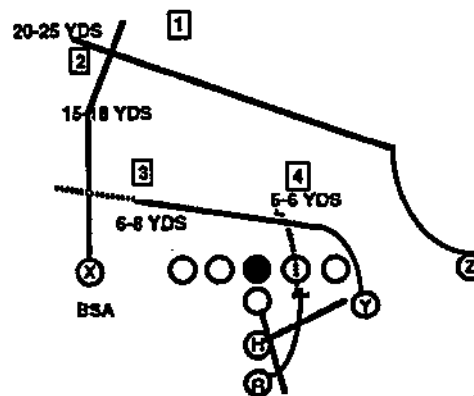
PHB X DEEP OVER-DOT



PHB Z DEEP OVER

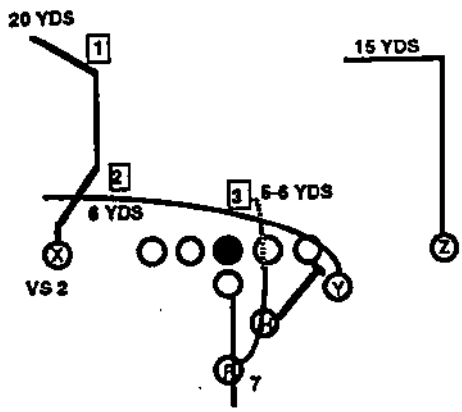


PHB STEELER - DOT

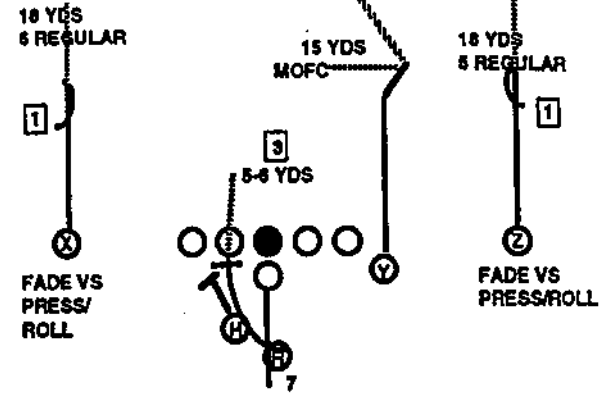


PHB WACO - DOT

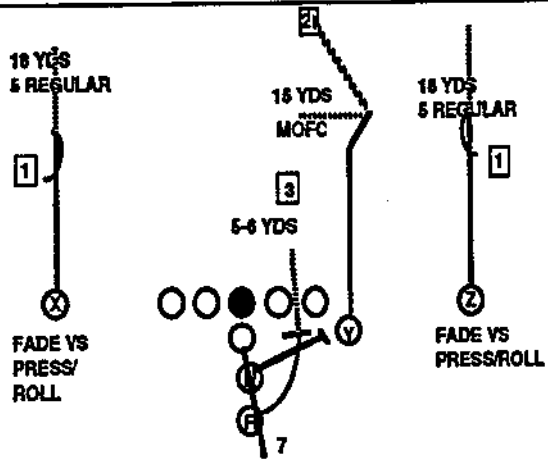
PLAY ACTION ROUTE  
PAGE



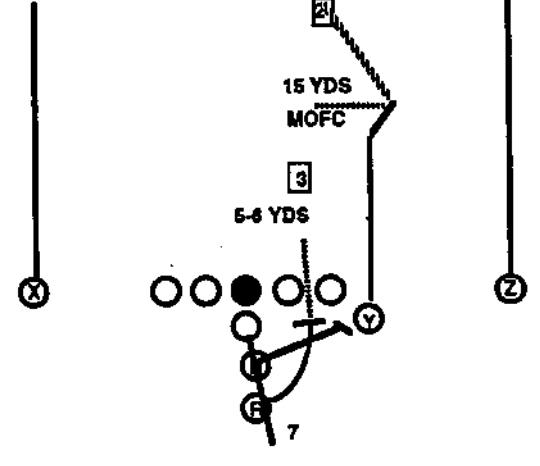
PHB 724



PHB 585 - DOT



PHB 585 - DOT



PHB 989 - DOT

1. MAINLY A 7 MAN PROTECTION SCHEME  
WITH STRONG PLAY FAKE.
2. RUN WITH BASE ROUT COMBINATIONS  
NEED SOLID PLAY FAKE.  
LIKE PHB QB MUST KNOW WEAK SIDE  
LIMITATIONS (B.O.).



100

- [illegible]

Diagram illustrating a punt play. The punter (X) is 5 yards from the line of scrimmage (B.O.). The ball is kicked to the right side of the field, landing near the 18-20 yard line. The receiver (Z) is in a 'F.O. CLEAR' position. The diagram also shows the positions of other players (Y, R, H) and the 18-20 yard line.

18-20 YDS

2

1

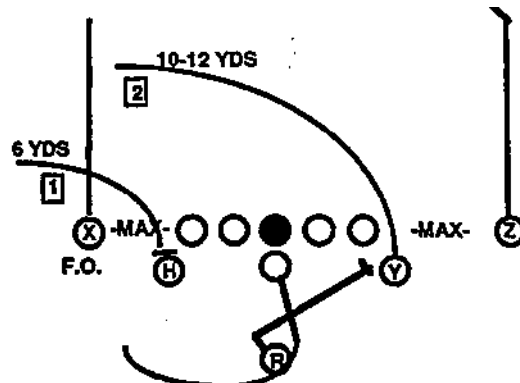
F.O. CLEAR

R.P. EK TRAP X.5

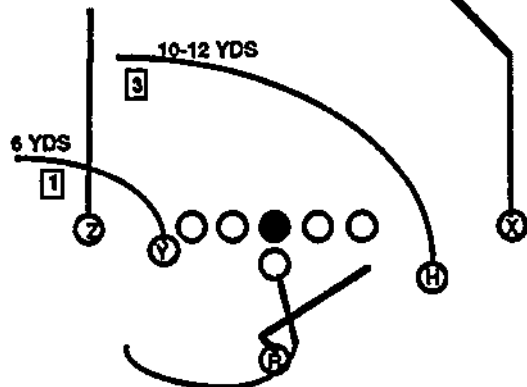
## ACTION PASSES

- |                   |   |
|-------------------|---|
| 1. <u>WAGGLES</u> | 1 |
| 2. <u>SPEED</u>   | 2 |
| RUN IT            |   |
| BOMB              |   |
| JUKE              |   |
| PUMP              |   |
| RAIDER            |   |
| RAIDER THROWBACK  |   |
| 3. <u>SPRINT</u>  | 3 |
| DIVIDE            |   |
| FLOOD DIVIDE      |   |
| 16                |   |
| 17                |   |

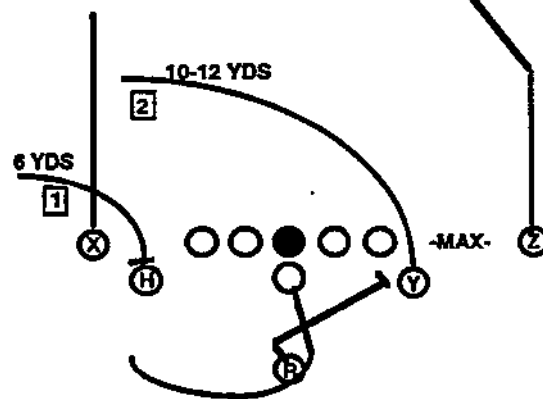
1. 60/70 = CTR FAKE  
80/90 = SWEEP FAKE
2. FAKE SIDE HAS OVER  
BACKSIDE HAS FRAP
3. QB MUST GET DEPTH AND BE AWARE  
OF RUSH DEF.
4. RUN IS A DEFINATE OPTION.
5. IF QB HAS TIME, READ ROUTE OUT.



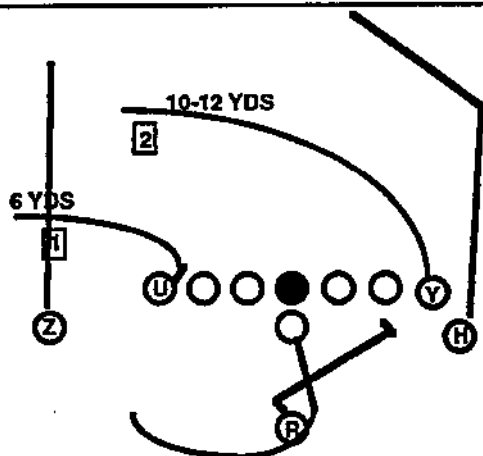
60 WAGGLE - SPREAD



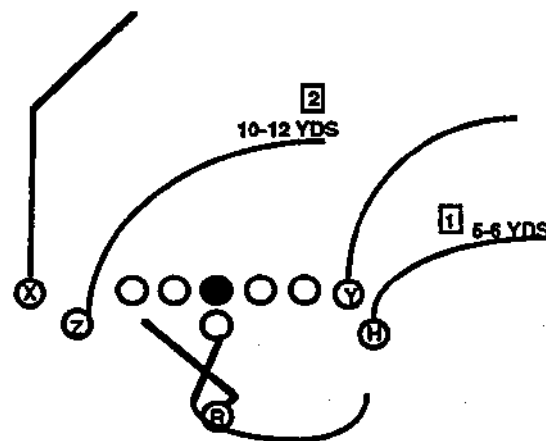
60 WAGGLE - DBL



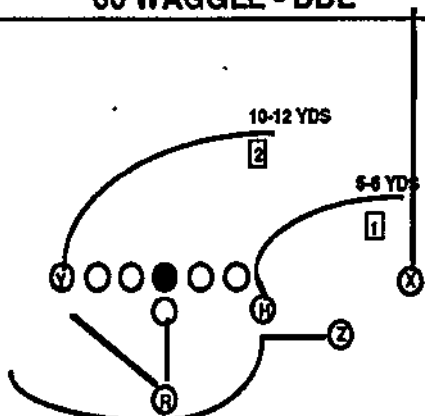
60 WAGGLE - DBL



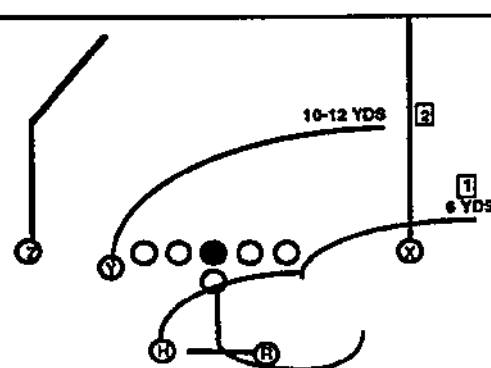
60 WAGGLE - DBL



70 WAGGLE - DBL



90 WAGGLE - SPREAD SLOT ZIP



90 WAGGLE SPECIAL - SPLIT  
PLAY ACTION ROUTE  
PAGE

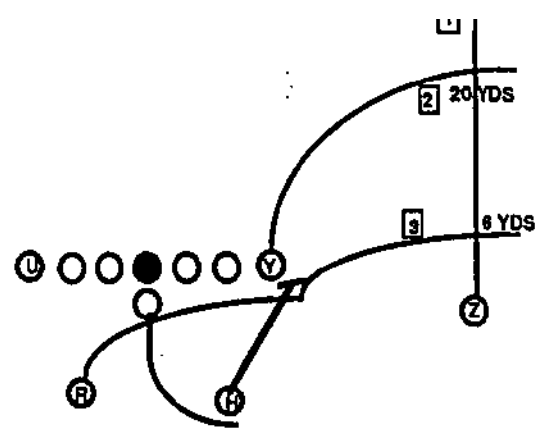
1. SPEED R WORKS OPPOSITE SIDE CALLED
2. WE WOULD LIKE QB TO BREAK CONTAIN
3. RUNNING IS AN OPTION



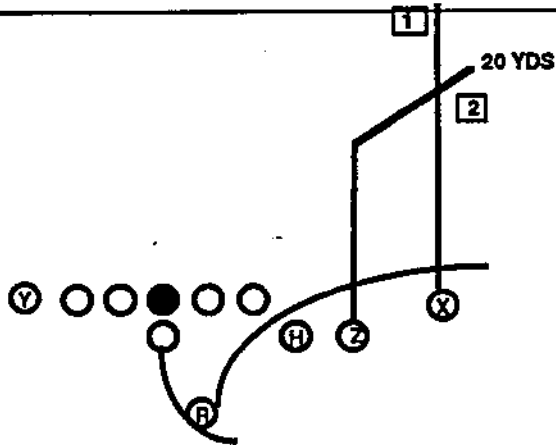


# SPRINT

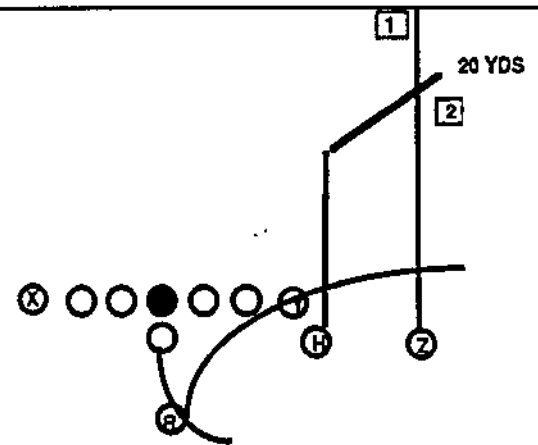
1. SPRINT REPLACES THE BACK FOR THE TE
2. FLOOD RELEASE THE BACK
3. WE WOULD LIKE TO BREAK CONTAIN BUT IT IS TOUGHER IN SPRINT



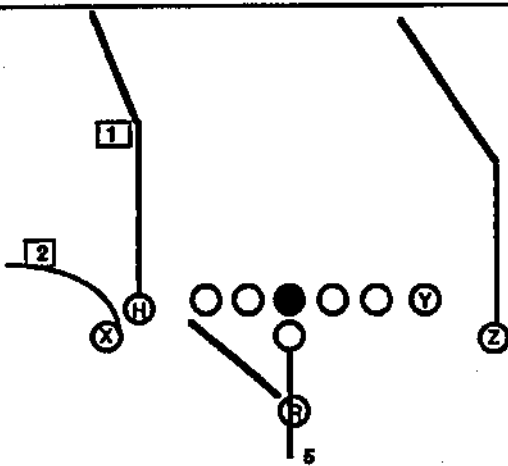
SPRINT DIVIDE



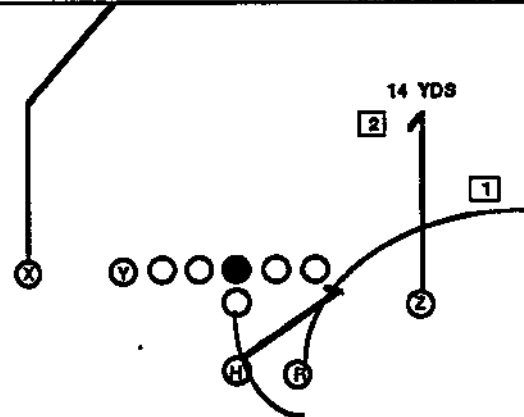
SPRINT FLOOD DIVIDE



SPRINT FLOOD DIVIDE



SPRINT 17- DBL



SPRINT 16- DBL